EPISODE DESCRIPTIONS

CHILDREN'S PROGRAMMING

OCTOBER 2005

SUNDAY, OCTOBER 2

6:30 AM **BARNEY & FRIENDS** (816) ***Let's Go for a Ride!***

Mario's toy car and BJ's remote-controlled car prompt a discussion of cars, and then buses for a fun-filled day of pretend play.

7:00 AM **GEORGE SHRINKS** (138) ***Speed Shrinks***

George and Becky have teamed up for the "ironcar" R/C vehicle rally and the Shrinks family are all off to the beach for the competition. But George and his Zooperbuggy find out that some of the kids aren't playing fair and so George and Becky try their best to set them straight.

7:30 AM **CLIFFORD'S PUPPY DAYS** (202) ***Small Packages/Clifford's Magic Lamp***

Small Packages - At the Dog Run, Clifford can't wait to play with Jorge and the other dogs. But as they play, Clifford is constantly reminded of how small he is. When a ball lands on top of a bush, he needs Daffodil's help to get it down. When he can't make it over an obstacle course fence, Norville flies down to give him a boost. When Mrs. Z hands out biscuits, Clifford is crowded out, and only gets a biscuit because Jorge saves himone. Clifford is just fed up with being small. But his friends remind himthat they, too, have their own idiosyncrasies to deal with - Jorge has an extra-long body, Norville has all those feathers, and Daffodil has her floppy ears. But, Clifford says, all those things are what make them what they are. And they point out that there are great things about being small, too, and that's what makes Clifford the special puppy that he is. Clifford's Magic Lamp - Emily Elizabeth has read Clifford the story ofAladdin and the Magic Lamp and he can't wait to share it with his friends. Of course, Norville knows all about it - he even knows where to find the lamp! While he's off fetching it, Jorge, Daffodil, and Clifford imagine how they're going to spend their wishes. In the end, they all realize they already have everything they need.

8:00 AM **THOMAS & FRIENDS** (205) ***Achievement***

A new toy shop is opening on the Island and Thomas can't wait to get involved. He's very proud when Sir Topham Hatt asks him to take the children to the grand opening. But when Thomas tries to help Henry with his load without listening, will he make it to the toy shop in time for the grand opening or run out of steam? Something Fishy Arthur wants the new route that goes to the fishing village, but he is too shy to ask for it, so Sir Topham Hatt gives Thomas the new route. Later, when Thomas derails, Arthur is able gets the fish to the docks before they go rotten. Will his helpful actions give Arthur the courage he needs to ask for the new route that he wants? Rheneas and the Dinosaur When some important dinosaur bones are discovered, Mr. Percival needs two very careful engines to transport them to the Transfer Yards. Best friends Rheneas and Skarloey are desperate to be chosen. Skarloey, however, is clumsy so Rheneas resolves to work alone, and very carefully. Will Rheneas find that the dinosaur bones are more than one engine can manage?

8:30 AM **BOB THE BUILDER** (205) ***Old Friends and New Friends***

Bob and the gang are building the road connecting Bob's mobile home site with the location of the new yard. It's a big job for Roley, but just as Bob's explaining the job, a pretty little bird flies overhead clutching some twigs in her beak. The bird reminds Roley of his friend Bird back in Bobsville and he realizes she's off to make a nest. Without listening to Bob, distracted Roley decides to follow the bird. As the rest of the team get to work, Roley realizes that the bird is about to build her nest right in the path of the new road and He persuades the bird to find a new place for her nest. The bird moves on, but to an even worse place! At the road build, Bob starts to worry about Roley's whereabouts, he'll be needed soon. Roley, however, is still trying to move the bird to a safe nesting spot. Without realizing, he rolls into a patch of mud and becomes stuck. Meanwhile the gravel layer of the road has been laid and need flattening. In Roley's absence, the other machines combine there efforts, and do a pretty good job. In the meantime Bob and Lofty set off to find the missing Roley. They call for Roley and eventually fond him stuck in the mud. Lofty helps free Roley, as he explains what happened. Roley tries to show Bob the bird, although it becomes clear that the bird has flown away - probably frightened by Bob's calls. Bob, Lofty and Roley get back to the road, where the hot bitumen is just about ready to go.

9:00 AM **MAKE WAY FOR NODDY** (104) ***Noddy's Perfect Gift/Noddy Helps Out***

Noddy's Perfect Gift - Noddy sets out to sing a song he has written to Tessie Bear for her birthday, but the people he meets along the way think that he should give her something more impressive. Noddy Helps Out - Noddy plans to enjoy a lazy day, but he has promised to help all of this friends and soon tires himself out.

9:30 AM **DRAGON TALES** (305) ***Itching for a Cure/The Big Race***

Itching for a Cure - Emmy, Max, Enrique and their dragon friends are building a giant card house. While they're balancing cards, the ground begins to tremble and the cards come crashing down! They set out to investigate the source of the rumbling tremors and find their giant friend Mungus rolling around on the ground. He has a terrible itch that just won't go away! The gang brings Mungus to Dr. Booboogone for help, and she sends them on a quest for special ingredients to make "Itch Be Gone" cream. They face some challenges in collecting the ingredients, but knowing how much Mungus needs their help encourages them to not give up. Mungus is extremely grateful for his friends' help, and he shows his appreciation by helping the gang build another, even bigger, card house. The Big Race - It is the day of the Big Dragon Land Road Race. Teammates Lorca and Enrique get off to a great start on Lorca's modified wheelchair, but soon find themselves at a standstill when they can't work together. After getting advice from Quetzal, they realize that being a team means working together. They begin to pass their friends who are also having trouble cooperating and offer helpful teamwork suggestions for them. Enrique teaches a Spanish rhyme to Cassie and Emmy to help them pedal together, which comes in handy again when the entire gang ends up in a pile-up that entangles their go- carts. Stuck together, they head comically toward the finish line in a long train reciting the rhyme to keep in sync. Even though the team doesn't win the race, they learn a valuable lesson about cooperation and teamwork!

10:00 AM **ARTHUR** (701) ***Cast Away/The Great Sock Mystery***

Cast Away - Arthur is thrilled when Dad invites him to go fly fishing for the weekend. Finally - an escape from D.W.! But when a change in plans forces them to include her, Arthur's had enough. Does D.W. always have to get her own way? The Great Sock Mystery - Ever wonder where all those missing socks go? One minute they're in the laundry basket, and the next - poof! - they've vanished! Find out once and for all when Baby Kate and Pal - and some of their furry friends - team up to solve the great sock mystery.

10:30 AM **JAKERS! THE ADVENTURES OF PIGGLEY WINKS** (130) ***Rain, Rain, Go Away***

When Mr. and Mrs. Winks have to go out in the rain to repair a fence, Piggley must keep Molly inside and entertained. He quickly realizes that what is fun for him isn't necessarily fun for Molly. Piggley uses his ingenuity to come up with some great games they both can play and enjoy-and discovers how much fun it is to be a truly helpful older brother! Jakers! Live and Learn: Cobi Jones shows us a local elementary school's "Buddies Program," where first and fifth graders are paired up and discover that friendships can span all ages.

11:00 AM **CYBERCHASE** (308) ***Be Reasonable***

Hacker returns to the Cybrary to wreak revenge on Ms. Fileshare and the kids. His crafty plan tricks the kids to try to rescue Ms. Fileshare, only to find themselves all trapped! If the CyberSquad doesn't escape in time, Hacker will steal the Cybrary's most valuable books - all about the most secret inner-workings of Motherboard!

MONDAY, OCTOBER 3

6:30 AM **BARNEY & FRIENDS** (902) ***Caring Hearts***
A school project provides a perfect opportunity for Barney and his friends to learn about love and relationships.

7:00 AM **SESAME STREET** (4105) ***Super Chicken On Sesame Street***
Super Chicken helps Luis and Maria replenish their supply of packing tape at the Mail It Shop, helps Miles untie shoelaces, and fixes Gabi's broken popcorn machine. As Super Chicken quickly comes to the rescue and solves everyone's problems, Super Grover begins to feel sad and useless as a superhero. He thinks that perhaps his friends on Sesame Street don't need him anymore. However, Luis, Maria, Gabi, Miles, and Big Bird all convince Super Grover that the only real superhero for Sesame Street is him, especially since there's no other superhero in the world who can give a super hug like he does!

8:00 AM **CYBERCHASE** (206) ***Mother's Day***
Special Holiday Episode!" It's Mother's Day in cyberspace - and Hacker is determined to ruin it for everyone, especially Motherboard, by derailing the train that picks up the rare and colorful Madre Bonitas. This beautiful flower symbolizes Mother's Day, and it must be harvested on this one day only. It's a race against time, as the kids and Digit try to repair the breaks in the line and save Mother's Day. The Big Idea: Use a decimal point to join tenths with whole numbers and you have a decimal system you can use to easily record, compare and combine whole numbers with fractions. Math Topic: Decimals; NCTM Links: Number and Operations.

8:30 AM **ARTHUR** (702) ***Francine's Split Decision/Muffy Goes Metropolitan***
Francine's Split Decision - Lakewood Elementary is sure to win the big bowling tournament on Saturday, with Francine leading the team. So what if Francine's cousin is having his Bar Mitzvah at exactly that same time? The amazing Francine can be in both places - or at least seem to be- and no one will be the wiser. Or so she thinks... Muffy Goes Metropolitan - Muffy happily accepts Sue Ellen's invitationto spend the weekend in the bustling metropolis, Crown City. At last! Her big chance to revel in an unending parade of glamorous fashions, high culture, and fine cuisine! But can Muffy accept city realities that are quite different... yet perhaps more interesting... than her fantasies?

9:00 AM **CLIFFORD THE BIG RED DOG** (113) ***Dog Who Cried Woof/Doing The Right Thing***
The Dog Who Cried Woof - After overhearing Samuel tell the kids a scary story about Whiffy the Skunk Ghost, Clifford and T-Bone get a bit spooked. Cleo takes the opportunity to play a series of naughty tricks on them, but then finds them not believing her when she really needs them! She learns that it isn't nice to play tricks on people. ~~Doing the Right Thing - When T-Bone inadvertently "steals" a squeak toy, he experiences a guilt-induced dream where his conscience tries to show him the right thing to do. T-Bone listens and learns that it's always best to do the right thing.

9:30 AM **DRAGON TALES** (310) ***Express Yourself/A Snowman for All Seasons***
Express Yourself - The Doodle Fairies are unveiling a painting for Princess Kidoodle. As the gang flies to see it, Enrique tries a new nickname for Cassie - Pinky! Everyone loves the nickname, except Cassie. She is upset when Enrique uses it, but does not know how to express her hurt feelings. When Emmy realizes that Cassie does not like the nickname but is having trouble speaking up, she helps Cassie explore different ways to express her emotions. After the gang rescues Doodle Cliff from a threatening rain cloud that could destroy the Doodle Fairies' painting, Cassie gets the courage to talk to Enrique. Once he realizes how Cassie feels about being called Pinky, he apologizes and agrees to stop using it. Cassie beams as her Dragon Badge glows, rewarding her for speaking up even though it was hard. A Snowman For All Seasons - It may not be snowing a lot at home, but Max & Emmy know where there's always good, cold fun-Snowy Summit in Dragon Land, home to Chilly the snowman and his snow puppy, Nippy. Everyone has a blast playing with their frozen friends, until it gets warm, warmer and downright hot! And to make matters worse, Snowy and Nippy are melting! The gang tries a flurry of cool ideas to keep the pair from turning to slush. They soon realize, however, that these short term measures won't solve the problem, so they head off to find Pollynimbus at the snow factory, and figure out why it has stopped snowing. After exploring many avenues, they discover that the snow machine is clogged and work together to fix the device. Success! Snowy Summit is snowy once again.

10:00 AM **JAKERS** (135) ***Growing Pains***
After griping about his parents' rules, Piggley wishes he were a grownup, so he could do as he pleases. But when Dad sprains his ankle, putting Piggley in charge of the farm for a day, Piggley finds being a grownup is a lot harder than it looks. Jakers! Live and Learn: Cobi Jones and children get a chance to try out all the things they're too young (or old) to do- with humorous results.

10:30 AM **CAILLOU** (134) ***Adventure!***
Today is full of adventure! Caillou, Daddy, and Rosie take the car to the car wash, which is scary for Rosie at first. But, big brother Caillou explains everything to his sister, who ends up liking the car wash too! Caillou, Rosie, and their babysitter, Julie, use

their imagination to travel to pretend far away places like the desert, a big mountain, and even waterfalls in the tropical forest. Then the family goes to a theme park. Caillou is excited but a little scared to go on all the rides. Rexy and DeeDee go adventuring under a box in the yard.

11:00 AM **BERENSTAIN BEARS** (115) ***Get The Gimmies/The Green-Eyed Monster***
GET THE GIMMIES: Brother and Sister think they're entitled to treats every time the family goes grocery shopping and Mama and Papa get tired of their "gimmie gimmie" attitude. When Gramps and Gran drop by for a visit, they tell a touching story that inspires Brother and Sister toJ change their selfish ways and start thinking about others in need. THE GREEN-EYED MONSTER: When Brother gets a brand new three- speed racer, Sister's envious feelings are personified in her dreams by a little green version of herself. This Green Eyed Monster convinces Sister to sneak Brother's new bike out for a ride but when she does, Sister realizes too late that it's too big for her and she can't control it. Fortunately Brother and Papa rescue Sister before Brother's bike can crash, then together they help chase the Green Eyed Monster away by jazzing up Brother's old bike and giving it to Sister.

11:30 AM **MISTER ROGERS' NEIGHBORHOOD** (1591) ***Nighttime***

2:30 PM **READING RAINBOW** (1301) ***Math Cure***
The topic of this episode is MATH and how it's used to find solutions to problems. In the story "Math Curse", a little girl feels cursed when everything she sees or thinks about becomes a math problem. An artist demonstrates how she uses math to create art. Books featured this week are "Pigs on a Blanket", "Twelve Snails to one Lizard", and "Marvelous Math".

3:00 PM **BETWEEN THE LIONS** (201) ***The Sad Dad***
Theo reads a story, starring Bruno Kirby and Denny Dillon, about a sad dad who gets advice from a wise woman and ends up with chickens, goats, cows and an elk in his house. Featured text: folktale. Key word: sad. Target vowel: short a.

3:30 PM **POSTCARDS FROM BUSTER** (106) ***Sleepy In Seattle (Seattle, Washington)***
All this traveling has Buster frazzled, and in Seattle, he's developed a bad case of insomnia. Luckily, Buster meets Russ and Rebecca, who teach him Tai Chi to soothe his mind and body. Buster's newfound state of mind comes in handy as he catches flying fish with fishmongers at Pike Place fish market.

4:00 PM **ARTHUR** (706) ***Pick A Car, Any Car/Jenna's Bedtime Blues***
Pick a Car, Any Car - The Read family car is broken, and so is Arthur's heart. How can Mom and Dad even think of replacing it? "Car Talk" hosts Click and Clack the Tappet brothers (otherwise known as Tom and Ray Magliozzi) lend some much-needed advice as Arthur desperately tries to save the beloved vehicle. Jenna's Bedtime Blues - Muffy's annual slumber party is the envy of Lakewood Elementary. This year Jenna is finally invited and she's absolutely... horrified! What if the other girls discover that she's an occasional bed-wetter? She'll be the lonely laughingstock of Elwood City! Can Jenna make it though the night with her sheets dry - and her secret safe?

4:30 PM **MAYA & MIGUEL** (102) ***The Matchmaker***
One evening, after Maya sees Abuela Elena dancing alone after dinner, she decides that her grandmother's cheery exterior is masking a deep loneliness - and that Abuela Elena needs to be fixed up on a date. Maya's big idea launches a quest for an eligible sixty-something bachelor, the mother of all makeovers, and a blind date that doesn't go as planned.

5:00 PM **CYBERCHASE** (406) ***A Change of Art***

TUESDAY, OCTOBER 4

6:30 AM **BARNEY & FRIENDS** (903) ***Let's Make Music!***
A fun day with friends helps to reinforce learning about music, rhythm, and musical instruments.

7:00 AM **SESAME STREET** (4037) ***Super Grover's Cape***
Super Grover's cape is worn out and he will not be able to get a new one until Thursday! He desperately needs his cape Many people need his help and without his cape, Super Grover cannot reach them! Super Grover's friends decide to help. They begin thinking of other ways to solve the problem. Big Bird gets a bed sheet but this is way too big! Zoe brings her washcloth but this is far too small. A towel is the right size but it does not carry Super Grover into the sky. They all think about what could carry Super Grover into the sky and make suggestions such as a bird, but there are no birds that could fly and carry Super Grover. They suggest a helicopter but the closest thing at Hooper's Store is a beanie hat with a propeller on top. This doesn't work either. Finally, Super Grover's new cape is delivered and as he takes off, he thanks his friends for all of their help.

8:00 AM **CYBERCHASE** (406) ***A Change of Art***

8:30 AM **ARTHUR** (703) ***Ants In Arthur's Pants/Don't Ask Muffy***
Ants in Arthur's - Pants To excel in science, Mr. Ratburn's class has to prove that they have P.A.N.T.S. - the ability to be patient, attentive, nosy, thoughtful, and systematic. And Arthur's certain he's got `em to ace his ant project... until the crawly creatures end up everywhere but in their ant-farm! Can Arthur's P.A.N.T.S. save his project - and save the ants from the exterminator? Don't Ask Muffy - Muffy starts an advice column in the school newspaper to launch her career as a rich and famous talk-show host. There's only one problem - the kids are ignoring her, and flocking to a mystery advice-giver instead! If Muffy wants to be as popular as Hoprah Linseed, she'll have to learn a few lessons about competition and what really makes a good listener...

9:00 AM **CLIFFORD THE BIG RED DOG** (114) ***Leaf of Absence/Nobody's Perfect***
Leaf of Absence - T-Bone asks Clifford to keep an eye on a pile of leaves he has collected, but Clifford simply can't resist jumping into them. When the wind picks up, Clifford realizes he hasn't taken his responsibility seriously enough. Clifford spends the afternoon re-collecting the pile, and T-Bone is truly grateful when he returns to see his leaves are okay. Clifford learns the importance of keeping a promise. Nobody's Perfect - It's Silly Sports Day at school and everyone is looking forward to seeing Charley master yet another athletic feat. But Charley is having a messy time trying to learn how to "Jiggly Juggle"! Charley wants to throw in the towel, but he learns that you don't have to be the very best at something to enjoy doing it!

9:30 AM **DRAGON TALES** (311) ***Prince for a Day/So Long Solo***
Prince for a Day - When Princess Kidoodle is suddenly called away for a day, she names Ord prince for the day! With the advice of Mr. Knack, the princess's advisor, Ord appoints all of his friends to positions within the kingdom, and since the Flower Festival in the Doodle Fairy Kingdom is that day, there is plenty for them to do. Ord thinks that being a prince is easy until he is faced with a real decision. It is up to him to choose the official healthy snack of the festival; nuts or fruit. When Ord tries to poll his friends and the Doodle Fairies for their preferences, each time there is a tie. It is up to Ord to make the right decision on his own.good thing Ord is an expert in snacks! Ord comes up with a clever solution that makes everyone happy, and Ord is officially proclaimed as "Prince Ord, the Wise." So Long Solo - Zak and Wheezie are eager to prep their performances inthe rapidly approaching Twilight Talent Show. But Zak, consumed by trying to find a Jugglebug to participate in his act, must endure Wheezie wildly practicing for her trumpet solo. The two soon discover that they can not do both at the same time. Wheezie's loud trumpet playing scares away Zak's jugglebugs and Zak's search for a juggle bug prevents Wheezie from practicing her trumpet. Eventually they compromise and agree to take turns. Wheezie holds off playing her trumpet while Zak successfully lures a jugglebug into his juggle gym. Then, with the little juggle bug safe and at peace under the "Alone Cone," Wheezie lets loose on her trumpet! With both acts perfected, Zak & Wheezie perform that night in a display of talent and collaboration.

10:00 AM **JAKERS** (136) ***Dannan Does A Jig***
When Dannan's grandma, Grandmother O'Mallard, teaches the class to dance, Dannan proves an enthusiastic student of the art. But then Dannan realizes that she isn't a very good dancer, and she becomes afraid that she will let her friends down and doesn't want to dance anymore. EDUCATIONAL OBJECTIVE: The most important thing is to do the best you can - and to enjoy yourself!

10:30 AM **CAILLOU** (137) ***Old and New***
Grandpa shows Caillou a tree with a special hiding place ? the same place his Daddy used when he was Caillou's age! When getting ready for his neighborhood's garage sale, Caillou finds that parting with his old toys isn't an easy job. Later, Caillou helps Mommy clean out the attic, and they come across an old chest, and discover neat treasures inside.

11:00 AM **BERENSTAIN BEARS** (116) ***The Wishing Star/The Homework Hassle***

THE WISHING STAR: When Mama casually mentions the 'Star light, star bright' principle, Sister takes it to heart and wishes for a certain birthday gift and a better grade on her next math quiz. She gets both. However when the pony she wishes for doesn't materialize, Papa helps Sister understand that she really got her first two wishes all by herself - her special birthday gift because she'd been so helpful around the house and the better math mark because she studied really hard for the quiz. Bolstered by this, Sister makes her pony wish come true by making a deal with Farmer Ben to help hi m pick his peas in exchange for being allowed to spend time with his retired farm horse Princess. THE HOMEWORK HASSLE: Brother complains that he's given too much homework and that's why he has fallen so far behind at school. Papa blames it on his highly distractive study environment and until Brother gets caught up, there'll be no television, video games, loud music or chatting on the phone. When Brother decides to do a little homework every night, he finds it's much easier to stay on top of his workload.

11:30 AM **MISTER ROGERS' NEIGHBORHOOD** (1592) ***Nighttime***

2:30 PM **BOB THE BUILDER** (109) ***Discovery***
The team makes some remarkable discoveries. Mr Fothergill discovers the unlikely cause of his allergies in Hamish's New Home. Muck discovers an ancient racetrack and becomes an archaeologist in Racing Muck. Pilchard becomes a detective in Pilchard's Pets.

3:00 PM **BETWEEN THE LIONS** (202) ***Humph! Humph! Humph!***
Lionel's friend Gus gets humphy when Leona asks him to read to her. Featured text: folktale. Key word: hump. Target vowel: short u.

3:30 PM **POSTCARDS FROM BUSTER** (107) ***Up The River (Mandan and Bismarck, North Dakota)***
Following in the footsteps of Lewis and Clark, Buster takes a canoe trip with the Stensley family. Along the way they introduce him to Norwegian music, language, and dance that make up their family traditions. The adventures continue with the Miller family who share their favorite pastime: motocross racing.

4:00 PM **ARTHUR** (707) ***D.W.'s Time Trouble/Buster's Amish Mismatch***
D.W.'s Time Trouble - D.W. is sick and tired of being bossed around all the time and demands to know why she couldn't have been born before Arthur! So she goes on a magical trip through time to see what life would be like with Arthur as her little brother. Surely D. W. would be much happier if she were in charge... wouldn't she? Buster's Amish Mismatch - During a field trip to Amish country, Busterbecomes enamored with the simple lifestyle and vows to forgo all modern conveniences back home. But this is easier said than done - living without TV or car rides is a bumpy road, and far worse, a lonely one. Will Buster find anyone to join him in his quest for a simple life?

4:30 PM **MAYA & MIGUEL** (129) ***The Slump***
When Miguel's baseball batting average drops off the charts, the bad vibes begin to extend into all areas of his life. In a desperate attempt to help Miguel regain his magic, Andy and Theo put Miguel through a series of slump- busting exercises... but nothing works, and Miguel quits the team. Meanwhile, Maya is on a mission to get the team new uniforms through sponsorship from neighbors. Friends are skeptical when she sets the extremely high goal of signing twenty- five sponsors, but she perseveres and succeeds. When Miguel sees the shiny new uniforms, he is inspired by his sister's determination. He returns to the team just in time to break out of his slump.

5:00 PM **CYBERCHASE** (407) ***The Case of the Missing Memory***

WEDNESDAY, OCTOBER 5

6:30 AM **BARNEY & FRIENDS** (904) ***Movin' Along***
Barney and his friends have fun with creative movement while learning new dances, having races, and acting out a story.

7:00 AM **SESAME STREET** (4106) ***Bob's Deaf Niece***
Rosita and Telly want to play a game of tag but they can't find anyone to play with them. They meet Bob's niece Samara and wonder if she would like to play. She can't hear them because she is deaf. Rosita and Telly are concerned because they don't know how they will be able to all speak and play together. Samara explains that even though she can't hear them, she can talk to them by using sign language. They have a lot of fun learning, playing, and also signing and saying the alphabet together. Everyone on Sesame Street gets so excited about sign language that they all can't wait to learn more.

8:00 AM **CYBERCHASE** (407) ***The Case of the Missing Memory***

8:30 AM **ARTHUR** (704) ***To Tibble The Truth/Waiting to Go***
To Tibble the Truth - When the Tibble Twins' constant lying lands them in constant trouble, they promise to tell only the truth. But is telling every truth any better? Tommy and Timmy try to be honest Tibbles before they lose all their friends - and each other. Waiting to Go - Binky and Brain collide on the soccer field, breaking Brain's new watch and nearly breaking their friendship. Could things get any worse? Well, yes - the other kids' rides have come and gone, leaving Binky and Brain behind. Will they spend the next 50 years sitting in the parking lot, waiting to go?

9:00 AM **CLIFFORD'S PUPPY DAYS** (203) ***Finder's Keepers/You're Famous!***
Finders Keepers: When Jorge digs up a shark tooth necklace in the courtyard, it is taken from him and given to its rightful owner. He cannot understand why "Finders Keepers Loser Weepers" (the children's proverb of dubious ethical merit) doesn't apply. He takes the necklace back and buries it again. Clifford sees this and must decide if he should dig it up and return it, or protect his friend - even though he believes that Jorge is wrong. Clifford resolves the problem by convincing Jorge to do the right thing. You're Famous!: Nina and Jorge become instant celebrities when they get their picture in the newspaper. All this attention makes them act differently and alienate their friends. When their "15 minutes" ends and isolation sets in, Nina and Jorge realize that it's time to mend fences and come back to earth. Luckily, their friends are there to welcome them back.

9:30 AM **DRAGON TALES** (312) ***The Balancing Act/A Small Victory***
The Balancing Act - Emmy is excited about taking her new skateboard to Dragon Land. When Ord sees what Emmy has brought with her, he wants to try to skate, too. Emmy's happy to share, so Quetzal sprinkles the skateboard with Gro-water to make it dragon-size. Ord tries, but doesn't have very good balance, and as he falls, the skate board shoots out from under him. He feels terrible about losing Emmy' s skate board, and the gang heads out to find it. Along the way, Ord encounters many instances that call for him to try to balance. When they finally discover Emmy's board, Ord has practiced his balancing enough so that he can have fun riding the skateboard. A Small Victory - Quetzal gives the gang the task of collecting rare exotic plants to add to the School in the Sky garden. When Max is teamed with Lorca, he is worried that they can't handle very much - Max is small and Lorca is in a wheelchair. After Max tells Lorca about his frustration, Lorca shows him ways to overcome his physical limitations and to "think of what you can do, not what you can't." When they find their plant and cannot reach it, Max gets discouraged, but Lorca helps him to use a tool to retrieve it. They use their brains to help the others overcome challenges presented by their own exotic plants. In the end, Max realizes that with some brains and the right tools, he can do anything!

10:00 AM **JAKERS** (137) ***Searching for a Shamrock***
Piggley and friends borrow a special wooden shamrock from Mr. Hornsby-then misplace it. Following advice from Don Toro, they retrace their steps to find it, starting from the last place they saw it. Working together and helping each other they eventually find what they were looking for. Jakers! Live and Learn: Whether you're a member of a championship soccer team or playing with friends, cooperation makes the experience more successful-and a lot more fun. A group of kids demonstrate cooperation by putting together a difficult puzzle in no time at all! LESSON: Cooperation and working together to solve a problem can be fun.

10:30 AM **CAILLOU** (138) ***Vacations***
Caillou's first airplane ride brings lots of new experiences: a fun breakfast, an amazing view out the window and a trip to the flight deck with Daddy. Also, Caillou misses his friend Sarah when she goes away on an all-summer trip to China. Teddy is heartbroken when the family goes on a trip and he's left behind.

11:00 AM **BERENSTAIN BEARS** (117) ***Too Much Vacation/The Giant Mall***
TOO MUCH VACATION: From the moment the Bear Family arrives at their mountain cabin, Papa's promise of 'the best vacation ever' begins going down hill like an alpine avalanche. Not only is the cabin a shack, but also the lake has more weeds than the

Sargasso Sea and the only thing biting are the mosquitoes. It becomes increasingly difficult for Papa to keep a smile on his face as he slips down muddy slopes, breaks through the bottom of the rotten rowboat and is chased by little forest critters. Ultimately it rains so much, the run off floods them out and carries a sleeping Papa out to the middle of the lake on his mattress. That's the last straw. Papa's best vacation ever has turned out to be the worst vacation ever. It's only when the cubs show Papa the snapshots they've been taking of him and the so called calamities that he finally realizes how much fun they've been having all along because having fun is just a matter of attitude. THE GIANT MALL: When the Bear Family visit the new mall, they're amazed by the sheer size of it. It's huge. Mama goes over a few "mall" rules - so they don't get lost, and what they should do in the event they do get separated from the family. Of course Papa has no concerns about such rules, proclaiming that a wise old grown up woods bear like himself never gets lost. Papa soon finds out that rules are for everyone when he's the one who ends up having to be rescued from the "little lost cubs" station by Mama, Brother and Sister.

11:30 AM **MISTER ROGERS' NEIGHBORHOOD** (1593) ***Nighttime***

2:30 PM **READING RAINBOW** (1403) ***Lemonade for Sale***
To raise money to rebuild their dilapidated clubhouse, the Elm Street kids open a lemonade stand.

3:00 PM **BETWEEN THE LIONS** (203) ***The Good Seed***
Hee, hee, hee! Click the Mouse has a computer virus! Hee, hee, hee! Featured text: folktale. Key word: seed. Target vowel: double e -- ee.

3:30 PM **POSTCARDS FROM BUSTER** (108) ***Rodeo Cowgirl (Houston, Texas)***
When Buster arrives in Houston, he is disappointed to learn that Texas isn't all cowboys and open country. Then he meets12 year-old Tayler, a self- described "rodeo rat" and grand-daughter of retired African American rodeo star Cornelius Cleveland. Buster goes on an adventure into the heart - and history - of cowboy country.

4:00 PM **ARTHUR** (708) ***The World of Tomorrow/Is There A Doctor in the Hou***
The World of Tomorrow - Since Binky's repeating third grade, he's totally dreading Mr. Ratburn's annual class sleepover at the Science Museum. After all, he remembers how boring it was last year... wouldn't the second time around be twice as dull? But an enticing new exhibit - on visions of the future! - shows Binky that science knowledge can really come in handy. Is There a Doctor in the House? - Arthur and D.W. face the ultimate challenge when Mom gets a bad cold and then... (gulp!)... gives it to Dad! What if Arthur has to take over Dad's catering business? And how will they raise Baby Kate all by themselves?

4:30 PM **MAYA & MIGUEL** (127) ***Team Santos***
Maya accidentally sets off an air horn during an important soccer play, ruining Miguel's kick and losing the game for him. Feeling terrible, she embarks upon a plan to cheer him up. If he could only win the big carnival competition, he'd feel a lot better... and also perhaps forgive Maya. Unfortunately, the carnival competition pits Miguel against the soccer player who beat him in the previous game... and all his athletic brothers! Maya and Miguel must compete against them with the only family members at their disposal: Abuela Elena, Tito, and Paco. Maya's plan is unraveling; there's no way they can win against the other team. But Abuela Elena points out that there's more to competing than just winning. It's also important to have fun! It turns out that Abuela was a ringer all along, and with her help, they win the carnival competition. But, more importantly, they also have a great time!

5:00 PM **CYBERCHASE** (408) ***A Crinkle In Time***

THURSDAY, OCTOBER 6

6:30 AM **BARNEY & FRIENDS** (905) ***Let Your Creativity Fly!***
The children let their "creativity fly" when they use their imaginations to build an airplane.

7:00 AM **SESAME STREET** (4038) ***Big Bird Writes A Story***
Big Bird has written a story and everyone is excited to hear him read it out loud. Big Bird begins to read the story to all of his friends on Sesame Street and as he reads we see his friends acting out the story. As Big Bird nears the end of the story everyone waits with obvious anticipation. Then, Big Bird has no ending! He can't figure out how to end the story. The problem is solved, however, when everyone comes up with their own possibilities for story endings. Everyone has a chance to tell their own ending and finally Big Bird comes up with his very own ending that combines everyone's great ideas.

8:00 AM **CYBERCHASE** (408) ***A Crinkle In Time***

8:30 AM **ARTHUR** (408) ***A Crinkle In Time***

9:00 AM **CLIFFORD THE BIG RED DOG** (705) ***Elwood City Turns 100! (Parts I & II)***
Arthur's class is chosen to stage a musical tribute for its city's centennial celebration. But soon the rehearsals become a drama of missed cues, inflated egos, and alien invasions. And that's behind the curtain! In front, seated in the audience, viewers will glimpse returning animated guest stars-including Art Garfunkel, Fred Rogers, and Michelle Kwan-all invited by Muffy to the show. And if that weren't enough, CNN's Larry King gets into the action by becoming the first live action guest star to appear with the animated ARTHUR cast, as he interviews them during the show's intermission.

9:30 AM **DRAGON TALES** (116) ***Clifford's Big Surprise/Ears Have It***
The Ears Have It - Clifford and Cleo are all excited about the town's upcoming celebration complete with a parade and fireworks! But they notice that T-Bone isn't quite is enthusiastic and soon learn that he is scared of the loud noises of all the festivities. T-Bone learns that the support of good friends can help you manage feelings of fear. Clifford's Big Surprise - Everyone is too busy to play with Clifford, because they are too busy planning a surprise party for him! On his own, Clifford learns that playing by yourself can be fun - but so is a party with all of your friends!

10:00 AM **POSTCARDS FROM BUSTER** (313) ***Feliz Cumpleanos, Enrique/On Thin Ice***
Feliz Cumpleanos, Enrique - It's Enrique's birthday! Max, Emmy, and their dragon friends throw him a surprise party with streamers, Dragonblowers, and traditional American games. Enrique is thrilled that his new friends have planned such a special party for him, but he can't help but feel sad, missing his friends and the traditions that are part of birthday celebrations in Colombia. The gang tries to cheer him up, but his sadness keeps brimming to the surface. After a talk with Quetzal, Enrique learns that sometimes you need to have a good cry to let the sadness out. Enrique takes Quetzal's advice and then rejoins the party ready to celebrate. The friends march around in a Dragonland Conga as they play with their homemade maracas and chant "Feliz Cumpleanos!" On Thin Ice - It's Willie the Snow Seal's birthday, and there's going to be a big party with singing and a lot of yummy cake. It's a good thing that Emmy and Max brought their skates, because Willy lives in a huge icy cave next to a frozen pond. Zak and Wheezie are excited about the party, too, except for one thing-they don't know how to ice skate! Their friends are happy to help them learn. Although Wheezie is eager to get started, Zak isn't so sure. On their first attempt, they immediately fall on the ice. Emmy explains that they need to lace their skates tighter so their feet aren't so wobbly. Much better! But after a few steps, down they go! The gang advises them to hold onto the branches at first and then try holding their arms out to the side to help keep their balance. Emmy shows them the best way to fall - a very important safety tip. As they practice, they improve, and are finally confident enough (even Zak!) to skate into Willie's cave for the surprise celebration.

10:30 AM **CAILLOU** (138) ***Wish Upon A Story - Part 1***
Grandpa is feeling a little blue on his birthday, so his young grandpigs decide to try to cheer him up by telling the great storyteller a few stories of their own describing how life would be if they were in Tara. Jakers! Live and Learn: Cobi Jones introduces a local elementary school where the kids demonstrate another way to tell a story: by putting on a play starring Piggley, Ferny and Dannan! LESSON: There are many ways to tell a story, it's important to use your own particular skills.

11:00 AM **BERENSTAIN BEARS** (139) ***Getting The Message***
Caillou learns there are many different ways to communicate. He makes friends with Robbie, a deaf boy he meets in the park, and learns how to communicate using sign language. Shopping with Daddy, Caillou and Rosie help to surprise Mommy by keeping a secret about her special gift.

11:30 AM **MISTER ROGERS' NEIGHBORHOOD** (118) ***The Excuse Note/on the Job***

THE EXCUSE NOTE: Sister sees the upside of having a twisted ankle when she presents the teacher with a note from home, excusing her from the rigors of gym class. She prolongs her convalescence as long as she can, but when Teacher Jane spots her running and playing at recess, her respite from gym class is over. Ultimately, Sister wants to get in shape for the soccer team tryouts and realizes the hard work of gym class will help her become the athlete she hopes to be. ON THE JOB: When Teacher Bob assigns his class a project on what they'd like to do when they grow up, everyone seems to know where their interests lie except Brother. After exploring Bear Country to see what types of jobs there are, Brother discovers he's interested in many things. Now his problem is deciding which one to include in his project.

2:30 PM **BETWEEN THE LIONS** (1594) ***Nighttime***

3:00 PM **JAKERS** (110) ***Anticipating Outcomes***
More surprises for the team. Mrs Bentley has a special train-set built for her husband in Mr Bentley's Trains. Dizzy has an extra-special surprise when she tries to be Dizzy the Sheep-Dog. Scoop gets a surprise when he investigates some missing Snowman's noses in Snowman Scoop.

3:30 PM **POSTCARDS FROM BUSTER** (204) ***The Wings of Icarus***
It's a bird! It's a plane! It's Barnaby B. Busterfield III! Featured text: myth. Key word: wing. Target vowel: short i.

4:00 PM **ARTHUR** (109) ***Buster's Buffalo Round-Up (Rapid City, South Dakot***
Buster experiences the traditions, history, and adventure of South Dakota. Chris, a direct descendent of a Lakota soldier, takes Buster behind the scenes at the Crazy Horse Memorial. Buster also gets a close up look at a South Dakota tradition with the Lantis family on a buffalo round up full of cowboy adventures.

4:30 PM **MAYA & MIGUEL** (709) ***Prunella Sees The Light/Return of the Snowball***
Prunella Sees the Light - To make everything perfect for her sleepover with Marina, Prunella happily styles her room to resemble a "Henry Skreever" book. But then she panics - since Marina is blind, will decorations she can't even see offend her... or worse, make her trip? Or will Prunella discover that her worries about protecting Marina - and their friendship - are more about Prunella's own perceptions rather than Marina's actual capabilities? Return of the Snowball - For six months, two weeks and four days, D.W. has been trying to solve the mystery of her snowball's disappearance. So when it re-appears in the freezer, she's ecstatic!! But wait - if it was taken once, how can she stop it from being stolen again? Can D.W. keep the snowball safe from plotting thieves... or even from melting?

5:00 PM **CYBERCHASE** (115) ***Surprise, Surprise***
Chrissy is down in the dumps because the pop star Enrique has not answered the hundreds of fan letters she has sent. So Maya decides to cheer her up with a surprise birthday party. When all the party preparations - from the cake to the decor to the entertainment - go awry, Maya reasons there's only one way to salvage things: get Enrique himself to show up! With Miguel and Abuelita at her side, Maya braves hordes of Enrique-maniacs in an effort to convince the megastar to make an appearance at her friend's birthday.

FRIDAY, OCTOBER 7

6:30 AM **BARNEY & FRIENDS** (906) ***Imagine That!***
Barney and the children have an "island adventure" by imagining themselves in Laura's picture.

7:00 AM **SESAME STREET** (4093) ***Baby Bear's First Day of School***
It's Baby Bear's first day of school and he's very excited! Papa Bear drops Baby Bear off at the Storybook Community School and tells him that he loves him and will be back after school to pick him up. At school, Baby Bear meets and becomes friends with Hansel and Gretel, Jack and Jill, Little Red Riding Hood, and other storybook characters. While Baby Bear is having fun making friends and learning new things, he often misses his family throughout the day. Baby Bear wonders what they are doing and wishes that they could be there to share in the excitement of his first day in school. When Papa Bear picks Baby Bear up, Baby Bear tells him that while he had a great time at school, he also really missed his family. Papa Bear reassures Baby Bear by telling him that it's okay to miss the family. He tells Baby Bear to just think about the time they get to see each other again at the end of the day, and how he will tell his family about all the great things he did in school!

8:00 AM **CYBERCHASE** (409) ***A Broom of One's Own***

8:30 AM **ARTHUR** (706) ***Pick A Car, Any Car/Jenna's Bedtime Blues***
Pick a Car, Any Car - The Read family car is broken, and so is Arthur's heart. How can Mom and Dad even think of replacing it? "Car Talk" hosts Click and Clack the Tappet brothers (otherwise known as Tom and Ray Magliozzi) lend some much-needed advice as Arthur desperately tries to save the beloved vehicle. Jenna's Bedtime Blues - Muffy's annual slumber party is the envy of Lakewood Elementary. This year Jenna is finally invited and she's absolutely... horrified! What if the other girls discover that she's an occasional bed-wetter? She'll be the lonely laughingstock of Elwood City! Can Jenna make it though the night with her sheets dry - and her secret safe?

9:00 AM **CLIFFORD THE BIG RED DOG** (117) ***Tough Enough/Stars In Your Eyes***
Tough Enough? - Thinking that it'll make him more appealing to Sheriff Lewis, T-Bone decides to "toughen up." T-Bone eventually learns that it's much nicer to be nice than to be tough-and everyone loves him just the way he is. Stars In Your Eyes - Charley gets a new telescope and offers to bring it to Emily Elizabeth's "space" theme party. When Jetta mentions that the telescope might get damaged at the party, Charley changes his mind. Thinking that his friends won't want him at the party without his telescope, he decides to stay home. In the end, Charley realizes that his friends like him for who he is rather than what he has.

9:30 AM **DRAGON TALES** (314) ***Teasing Is Not Pleasing/Down The Drain***
Teasing is Not Pleasing - The big Dragonbasketball game is about to start, and Emmy is raring to go! The opposing team is from the School on the Lake, and Ord is worried because they're very good. Quetzal reminds the gang that the most important thing is to have fun. Go team, go! Buster and Mookie, players on the other team, pass the ball back and forth and score. Emmy takes a shot but misses and the ball bounces out of bounds. She's disappointed but still upbeat-until Buster and Mookie tease her about the miss. Although she tells them that what they said hurt her feelings, they continue to tease her throughout the entire game. With Quetzal's advice, Emmy decides to show those guys that their teasing doesn't bother her anymore. After all, she knows that what they say about her isn't true! Emmy scores the winning point, leaving the name-callers speechless - and wondering why she isn't teasing them now. Emmy leaves the game feeling fine. Down the Drain - Max, Emmy, and Enrique are excited to join their dragon friends and Captain Scalawag on a sky-sailing adventure. When Captain Scalawag pulls up the anchor, he also pulls up the plug that holds the water in Dragoon Lagoon! As the water drains out, the little creatures who live there panic. With quick thinking, the captain unveils his onboard aquarium where the silligaunas and hissyfish can temporarily live as the gang thinks of ways to refill the lagoon. When their methods to transfer water from Rainbow River to the lagoon prove too slow, the friends seek the help of the master-diggers, the dragonbeavers. Once water is returned to the lagoon, everyone cheers as the silliguanas and hissyfish return safely home.

10:00 AM **POSTCARDS FROM BUSTER** (139) ***Wish Upon A Story - Part 2***
Uncle Ferny arrives from Ireland with a special birthday gift for Grandpa Piggley: the original Raloo Rocket. As the old friends and Grandpa Piggley's grandchildren repair the beloved wagon, they recall its origins through song, written word and fanciful storytelling. Jakers! Live and Learn: Cobi Jones introduces a local elementary school where the kids demonstrate another way to tell a story: by putting on a play starring Piggley, Ferny and Dannan! LESSON: There are many ways to tell a story. Good friendships, and good stories, last forever.

10:30 AM **CAILLOU** (140) ***Fall Is in the Air***

Autumn brings fresh cool air and fun surprises. Caillou and Rosie have a ball playing in the piles of fallen leaves in the backyard. Come October, Grandpa and Caillou take a trip to the pumpkin patch and have Daddy help them carve their jack-o-lantern. In November, Thanksgiving seems like a big hassle until Mommy and Daddy explain its significance, which gets Caillou into the spirit.

11:00 AM **BERENSTAIN BEARS** (119) ***Too Small for the Team/The Prize Pumpkin***

TOO SMALL FOR THE TEAM: Sister is keen on joining the school soccer team, but Coach Brown thinks she still has some growing to do before she's ready to compete with the bigger cubs. Sister grudgingly accepts the position of team manager instead. It's a tough job and Sister's perseverance doesn't go unnoticed by the coach, who ultimately invites her to play in a big soccer match. THE PRIZE PUMPKIN: Papa's longstanding friendship with Farmer Ben becomes strained when winning first place at a pumpkin growing contest becomes far too important. On Thanksgiving Day, after his pumpkin fails to take the blue ribbon, Papa is thankful that Farmer Ben still wants to be his friend in spite his unneighbourly behavior during the competition.

11:30 AM **MISTER ROGERS' NEIGHBORHOOD** (1595) ***Nighttime***

3:00 PM **BETWEEN THE LIONS** (205) ***Zoop! Zoop!***

With the help of her mother and a ukelele, Leona faces her fear of a scary fictional giant. Featured text: folktale. Key word: zoop. Target vowel: double o -- oo.

3:30 PM **POSTCARDS FROM BUSTER** (110) ***Moose on the Loose (Jackson Hole, Wyoming)***

Amidst the beauty of Jackson Hole, Buster is determined to track down a moose to show his friends back home. With help from some knowledgeable nature lovers, Buster discovers all that Wyoming offers: fly fishing, bird watching, and maybe even the elusive moose.

4:00 PM **KIDS' PICKS** ()

4:30 PM **KIDS' PICKS** ()

5:00 PM **CYBERCHASE** (410) ***A Tikiville Turkey Day***

SUNDAY, OCTOBER 9

6:30 AM **BARNEY & FRIENDS** (902) ***Caring Hearts***
A school project provides a perfect opportunity for Barney and his friends to learn about love and relationships.

7:00 AM **GEORGE SHRINKS** (103) ***If I Ran The Circus***
The circus is in town but Junior is stuck at home with the chicken pox. There's only one thing for George to do. If Junior can't go to the circus, they'll bring the circus to him. George, Becky, Mom, Dad and even Sparkle and the circus elephant put on a circus right in Junior's own room.

7:30 AM **CLIFFORD'S PUPPY DAYS** (203) ***Finder's Keepers/You're Famous!***
Finders Keepers: When Jorge digs up a shark tooth necklace in the courtyard, it is taken from him and given to its rightful owner. He cannot understand why "Finders Keepers Loser Weepers" (the children's proverb of dubious ethical merit) doesn't apply. He takes the necklace back and buries it again. Clifford sees this and must decide if he should dig it up and return it, or protect his friend - even though he believes that Jorge is wrong. Clifford resolves the problem by convincing Jorge to do the right thing. You're Famous!: Nina and Jorge become instant celebrities when they get their picture in the newspaper. All this attention makes them act differently and alienate their friends. When their "15 minutes" ends and isolation sets in, Nina and Jorge realize that it's time to mend fences and come back to earth. Luckily, their friends are there to welcome them back.

8:00 AM **THOMAS & FRIENDS** (206) ***Change***
A new steam engine has come to the island. Thomas is collecting some iron for a broken bridge when he sees Neville, the new engine, being teased by Arry and Bert. Thomas mistakes the teasing for laughing and thinks Neville is friends with the diesels! Can Thomas realize that he's been wrong about Neville in time to save him from a very close call? Bulgy Rides Again When Sir Topham Hatt needs to carry more passengers, he tells Bulgy the Bus that he won't be a chicken coop anymore. Bulgy is cleaned and put back on the road. But the passengers get cross when the chickens come back to their old home. Bulgy doesn't want to carry passengers or chickens again. Fortunately, the farmer needs a new truck to carry his vegetables and Bulgy becomes just the bus for the job! Toby Feels Left Out The Sodor Museum is opening and all the engines at Tidmouth Sheds are going to be repainted. When Toby hears this, he wonders why he's not being repainted and thinks he's being put inside the museum - he's old enough after all. Can Toby show Sir Topham Hatt that he's much too useful to be in a museum?

8:30 AM **BOB THE BUILDER** (206) ***Farmer Pickles' New Farmhouse***
Scoop has spent the night in Bobsville and is off back to Sunflower Valley early in the morning. Benny is desperate to go too so Scoop promises to come back and take him as soon as he can. Scoop arrives back at the new yard where Bob is starting work on his new workshop and storerooms. When Farmer Pickles arrives earlier than expected with a load of straw to store in the storeroom, Bob promises to get them finished that day. There's rain on the way! Farmer Pickles sets off for another load and Scoop becomes worried that Bob won't have enough time to get everything finished. By working together, they get everything finished just in the nick of time. Farmer Pickles arrives with the last load of straw just as the rain approaches. As they unload the straw they discover a stowaway - Spud! Spud asks what the straw is for and Farmer Pickles tells him it's for a surprise! Farmer Pickles and Spud bunk down with Bob in his mobile home, and they all agree that it's great having Benny back working with the team!

9:00 AM **MAKE WAY FOR NODDY** (105) ***Dinah's Day Out/Mr. Plod, The Best Policeman***
Dinah's Day Out - When Tessie Bear goes on a "discovery adventure" with Dinah Doll, she learns that everything they find can be put to a new use. Mr. Plod, the Best Policeman - Noddy hides his car and makes up some clues, so that Mr. Plod can appear to solve a big crime. But while the wrong person is being arrested, the Goblins steal Noddy's car. Mr. Plod's honesty is finally rewarded.

9:30 AM **DRAGON TALES** (310) ***Express Yourself/A Snowman for All Seasons***
Express Yourself - The Doodle Fairies are unveiling a painting for Princess Kidoodle. As the gang flies to see it, Enrique tries a new nickname for Cassie - Pinky! Everyone loves the nickname, except Cassie. She is upset when Enrique uses it, but does not know how to express her hurt feelings. When Emmy realizes that Cassie does not like the nickname but is having trouble speaking up, she helps Cassie explore different ways to express her emotions. After the gang rescues Doodle Cliff from a threatening rain cloud that could destroy the Doodle Fairies' painting, Cassie gets the courage to talk to Enrique. Once he realizes how Cassie feels about being called Pinky, he apologizes and agrees to stop using it. Cassie beams as her Dragon Badge glows, rewarding her for speaking up even though it was hard. A Snowman For All Seasons - It may not be snowing a lot at home, but Max & Emmy know where there's always good, cold fun-Snowy Summit in Dragon Land, home to Chilly the snowman and his snow puppy, Nippy. Everyone has a blast playing with their frozen friends, until it gets warm, warmer and downright hot! And to make matters worse, Snowy and Nippy are melting! The gang tries a flurry of cool ideas to keep the pair from turning to slush. They soon realize, however, that these short term measures won't solve the problem, so they head off to find Pollynimbus at the snow factory, and figure out why it has stopped

snowing. After exploring many avenues, they discover that the snow machine is clogged and work together to fix the device. Success! Snowy Summit is snowy once again.

10:00 AM **ARTHUR** (706) ***Pick A Car, Any Car/Jenna's Bedtime Blues***

Pick a Car, Any Car - The Read family car is broken, and so is Arthur's heart. How can Mom and Dad even think of replacing it? "Car Talk" hosts Click and Clack the Tappet brothers (otherwise known as Tom and Ray Magliozzi) lend some much-needed advice as Arthur desperately tries to save the beloved vehicle. Jenna's Bedtime Blues - Muffy's annual slumber party is the envy of Lakewood Elementary. This year Jenna is finally invited and she's absolutely... horrified! What if the other girls discover that she's an occasional bed-wetter? She'll be the lonely laughingstock of Elwood City! Can Jenna make it though the night with her sheets dry - and her secret safe?

10:30 AM **JAKERS! THE ADVENTURES OF PIGGLEY WINKS** (135) ***Growing Pains***

After griping about his parents' rules, Piggley wishes he were a grownup, so he could do as he pleases. But when Dad sprains his ankle, putting Piggley in charge of the farm for a day, Piggley finds being a grownup is a lot harder than it looks. Jakers! Live and Learn: Cobi Jones and children get a chance to try out all the things they're too young (or old) to do - with humorous results.

11:00 AM **CYBERCHASE** (406) ***A Change of Art***

MONDAY, OCTOBER 10

6:30 AM **BARNEY & FRIENDS** (907) ***All About Me***
Through Barney's help, the children learn that they are all special.

7:00 AM **SESAME STREET** (4039) ***Elmo and Zoe Pretend***
Elmo and Zoe are pretending to be Kuzunkians from the planet Kuzunk. They wear special Kuzunkian hats and are visiting Sesame Street for the first time. They confer with each other in Kuzunkian and explore the people and places of the neighborhood. They meet Big Bird and a Bob and an Alan among others. They visit Hooper's Store and try lentil soup for the first time. It's good! They visit the Mail It Shop and learn about sending letters. They even learn about love. Elmo and Zoe learn that even though they are very different as Kuzunkians, they are always welcome on Sesame Street.

8:00 AM **CYBERCHASE** (410) ***A Tikiville Turkey Day***

8:30 AM **ARTHUR** (707) ***D.W.'s Time Trouble/Buster's Amish Mismatch***
D.W.'s Time Trouble - D.W. is sick and tired of being bossed around all the time and demands to know why she couldn't have been born before Arthur! So she goes on a magical trip through time to see what life would be like with Arthur as her little brother. Surely D. W. would be much happier if she were in charge... wouldn't she? Buster's Amish Mismatch - During a field trip to Amish country, Busterbecomes enamored with the simple lifestyle and vows to forgo all modern conveniences back home. But this is easier said than done - living without TV or car rides is a bumpy road, and far worse, a lonely one. Will Buster find anyone to join him in his quest for a simple life?

9:00 AM **CLIFFORD THE BIG RED DOG** (118) ***Mac's Secret Dog Club/The Dog Park***
Mac's Secret Dog Club - Mac starts a club and tries to exclude T-Bone. When Cleo and Clifford refuse to join without T-Bone, Mac gets lonely being the only member of such an "exclusive" club. Mac soon realizes that it's not fun to be left out and he opens the club to everyone. The Dog Park - It's a beautiful day at the park, the birds are singing, the sun is shining, and the dogs are playing-much to Mr. Bleakman's annoyance! Mr. Bleakman manages to make the park "off limits" to dogs only to discover that he misses them when they're gone.

9:30 AM **DRAGON TALES** (315) ***All That Glitters/Dragonberry Drought***
All That Glitters - Quetzal reads a story about "El Dorado," the city of gold, and shows the gang a shiny golden dragon scale that the city's Gilded Dragon gave him. Max asks Quetzal if they can bring the scale into the sunlight to see it really shine. He puts the scale in his pocket and promises that he will be careful with it. They decide to fly to the sunniest part of Dragon Land. When they arrive, Max discovers the scale is gone - and that his pocket has a huge hole in it! The group tries to find or replace it, but ultimately decides that Max needs to tell Quetzal the truth. Quetzal is understanding and shows the class back into the room where a surprise guest is waiting.the Gilded Dragon! After hearing their story, the Gilded Dragon generously gives Max a new scale which he hands carefully to Quetzal. Dragonberry Drought - The gang, especially Ord, is all ready for the best day of the year to pick dragonberries. Emmy has a basket, Max has a pail and the dragons have their pouches.nothing can stop them, except maybe the fact that all of the dragonberries are missing! The bushes have all been picked clean! They try to think of many different ways to find them, including following a flock of Do-re-mi Birds (notorious dragonberry eaters). Once they realize that dragonberry bushes are both round and red, their search eventually leads them to one fruitful bush, where they discover a trail of footprints. They follow it and learn that Mungus the giant inadvertently picked all the berries to make his mother a very special treat-a dragonberry pie! He apologies and promises them a slice when it is done baking-yummy! The slice turns out to be more than twice their size (even Ord) and twice as delicious as anything they've ever eaten in Dragon Land.

10:00 AM **JAKERS** (140) ***Creepy Cabbages of County Galway***
After being told he's too young to listen to his parents' science fiction radio show, Piggley eavesdrops anyway. When his impressionable imagination puts him in a strange dream filled with cabbages and cabbage creatures, he learns there are reasons for rules. Jakers! Live and Learn: Cobi Jones and children get a chance to try out all the things they're too young (or old) to do-with humorous results. LESSON: Rules are there for a reason.

10:30 AM **CAILLOU** (201) ***Knowing How***
Caillou learns the value of determination and the benefits of success! Skating Lessons - When Mom drives Sarah to her skating lesson, Cailloudecides he wants to take skating lessons too! But the lessons are harder than Caillou expected, and if it weren't for the neato Zamboni, Caillou might not have gone back. But the second lesson proves to be a lot of fun, and Caillou gets a ride on the Zamboni too! (Additional Lessons: Learning That Sometimes Things Aren't As Hard As You Thought.) Where I Live - When an invitation for Clementine's party accidentally ends up at Sarah's, Caillou learns the differences between the addresses of the two homes. Daddy helps by making up a rhyme. Caillou learns his address, and is able to recite it back to Clementine. (Additional

Lessons: Learning About The Physical Relationship Of WhereYou Live As It Relates To The Outside World.) Just Like Me - When Clementine tells Caillou how much she likes her older brother, Billy, to teach her things, Caillou sets out to teach something to Rosie. But this proves harder than Caillou thought, until Mom suggests he try the A-B-C song! (Additional Lessons: Learning To Help Others.) Just In Time - When Caillou's dawdling causes he, Mom and Rosie to be late going to the park, they end up missing Leo. So Dad suggests they make a game out of not dawdling, by using an egg timer for Caillou to race against when he gets ready for bed. This time, Caillou isn't distracted, and now has time to have three stories read to him! (Additional Lessons: Learning About Being On Time And How It Affect Others.)

11:00 AM **THE BERENSTAIN BEARS** (120) ***The Bad Habit/Ferdy Factual***

THE BAD HABIT: Sister develops a habit of nail biting and various attempts to find a remedy are unsuccessful. When Brother notices a connection between Sister's math anxiety and her nail biting, he offers his services as a tutor. Sister's fingernails start growing back when she no longer worries about how to add and subtract fractions. FERDY FACTUAL: When Brother promises to help a new kid get settled in at school, he's shocked to discover that Ferdy Factual is a stuck up know-it-all that corrects everyone including Teacher Bob. Although Brother tries harder than most to be Ferdy's friend, the pint size genius continues to snub him. Regardless, when he becomes the laughing stock of the school, Ferdy finally realizes who his real friends are. Not only does Brother go to Ferdy's defence, his example helps Ferdy understand that sometimes the best way to make friends is to be one. In return, Ferdy takes the opportunity Brother presents to him to make it up to everyone by using his smarts to help the school football team win an important victory.

11:30 AM **MISTER ROGERS' NEIGHBORHOOD** (1491) ***Mister Rogers Talks About Discipline***

Mister Rogers demonstrates a player piano. In the Neighborhood of Make- Believe, there's trouble ahead as Corney tries to manufacture too many things at once and gets his chairs and his pretzels all mixed up.

2:30 PM **READING RAINBOW** (402) ***The Milk Makers***

3:00 PM **MAYA AND MIGUEL TWINNIVERSARY** ()

It's the first anniversary of the premiere of MAYA & MIGUEL, and this stunt is a celebration of that, and Maya and Miguel's "Twin-ness," with five stories compressed into a single, two-hour package. It's comprised of the stories "Real Twins" (from the new episode, #138), "Okri Dokey Day" (#11 6), "I've Got to Be Mi-guel" (#119), "Maya and Miguel, Come on Down" (#122) and "The Bet" (#125).

3:00 PM **MAYA AND MIGUEL TWINNIVERSARY** ()

3:30 PM **MAYA AND MIGUEL TWINNIVERSARY** ()

4:00 PM **MAYA AND MIGUEL TWINNIVERSARY** ()

4:30 PM **MAYA AND MIGUEL TWINNIVERSARY** ()

5:00 PM **CYBERCHASE** (406) ***A Change of Art***

TUESDAY, OCTOBER 11

6:30 AM **BARNEY & FRIENDS** (908) ***My Baby Brother***
Barney helps children learn what to expect when a new baby joins the family.

7:00 AM **SESAME STREET** (4094) ***Telly Learns The Grouchketeer Cheer***
Telly Monster tells Gordon that he feels miserable because in order to go on Oscar's Annual Grouch Picnic and Field Day, he has to learn the Official Grouch Cheer and he's the only one who can't do it right. Gordon talks to Oscar and convinces him to let Telly try learning to do it right. Telly is so discouraged at this point that he keeps saying that he can't do the cheer. Gordon motivates Telly by practicing the cheer with him and by telling him that he can do it! Through Gordon's encouragement, constant practice, and believing in himself, Telly finally learns to do the cheer! Telly shows Oscar that he can do the cheer beautifully, and boards the bus to go on the field trip with all the other Grouchketeers!

8:00 AM **CYBERCHASE** (406) ***A Change of Art***

8:30 AM **ARTHUR** (708) ***The World of Tomorrow/Is There A Doctor in the Hou***
The World of Tomorrow - Since Binky's repeating third grade, he's totally dreading Mr. Ratburn's annual class sleepover at the Science Museum. After all, he remembers how boring it was last year... wouldn't the second time around be twice as dull? But an enticing new exhibit - on visions of the future! - shows Binky that science knowledge can really come in handy. Is There a Doctor in the House? - Arthur and D.W. face the ultimate challenge when Mom gets a bad cold and then... (gulp!)... gives it to Dad! What if Arthur has to take over Dad's catering business? And how will they raise Baby Kate all by themselves?

9:00 AM **CLIFFORD THE BIG RED DOG** (119) ***Fluffed Up Cleo/Team Spirit***
Fluffed Up Cleo - When Cleo wins the esteemed honor of Fluffiest Dog of Birdwell Island, it's all she can talk about! Clifford and T-Bone bear with the new star, but it takes a lot of patience. When Cleo gets a dose of her own medicine from Mac, she learns that bragging all of the time can be boring - it's okay to be proud of an accomplishment, but be careful to be respectful of others. Team Spirit - After Jetta tells Vaz that his poor soccer skills are holding back their team, Vaz tries to sit out the rest of the game. In the end, both Jetta and Vaz learn that being part of a team is more important than winning games.

9:30 AM **DRAGON TALES** (316) ***A Crown for Princess Kidoodle/Play It and Say It***
A Crown for Princess Kidoodle - It's coronation day in Dragon Land andthe gang meticulously prepares for the parade following the crowning of their friend, Princess Kidoodle. It's unbelievably windy, however, and just as they start for the day's festivities, Sir Doodle blows helplessly past with the essential prop for the great event-the crown! No matter how hard he tries, he just can't fly in this blustery weather. He'll never make it in time! It's up to the gang to get the crown to the princess. Along the way, Zak, Wheezie, Ord and Cassie all face personal challenges that they must overcome in order to reach their goal. Zak & Wheezie compromise on an alternate route around the Purple Goo Bog, Ord successfully faces his fear of thunder, and Cassie speaks up-announcing to all how to get through the giant gates in order to join the coronation parade. The gang arrives with the crown just in time, much to the appreciation of Princess Kidoodle! Play It and Say It - Ord is having trouble learning numbers in Spanish. The gang decides to help him learn by making it fun! They're about to play a Spanish version of hopscotch called Rayuela, when Norm the Number Gnome steals the numbers right off the ground. They search for the numbers playing a game of "hot and cold," or "Caliente y Frio," as Enrique calls it in Spanish, following Norm's clues. Ord' s friends share different tricks to remember the Spanish numbers such as rhyming, songs, imagining pictures, and repetition as they search for each number. In spite of himself, Ord starts to learn the numbers. Once they have retrieved all 8 missing numbers, Ord realizes that he can now count from uno to ocho all by himself! His dragon badge glows proudly as he plays a triumphant game of Rayuela.

10:00 AM **JAKERS** (101) ***Pie Filling***
Piggley, Ferny, Dannan and Molly just can't resist eating one of Mrs. Winks's fresh-baked pies...even though she told them it was off limits. The friends decide to pool their creativity to bake a new pie before Mrs. Winks finds out. After much hard work-and a run-in with a feisty goat who refuses to share the apples in his orchard-the kids realize that a simple apology might have been easier and wiser in the long-run. Jakers! Live and Learn: Cobi Jones and kids talk about why it's always better to tell the truth.

10:30 AM **CAILLOU** (202) ***Changing Plans***
In this theme we explore how Caillou copes with change.

11:00 AM **BERENSTAIN BEARS** (121) ***The Big Blooper/Nothing to Do***
THE BIG BLOOPER: While visiting her friend's house, Sister watches a video intended for a teenage audience. The movie contains some " colorful" language, which Sister innocently repeats at the Bears' dinner table. After Sister explains where she heard the offensive word, Mama tells her how their language has thousands of words to choose from, by picking words that show she respects

the feelings of others, she'll be saying a lot about herself. NOTHING TO DO: Mama finds Brother and Sister sad and grumpy because they have nothing to do. She suggests a number of entertaining things, but the cubs reject each one in turn. Not wanting them to suffer from boredom any longer, Mama finds jobs that need to be done around the house. All of a sudden the cubs have a change of heart; the entertaining things she suggested earlier now sound pretty good. However, seeing Mama and Papa working so hard compels Brother and Sister to roll up their sleeves and help with the work.

11:30 AM **MISTER ROGERS' NEIGHBORHOOD** (1492) ***Discipline***
Mister Rogers shows how people make dolls and explains that dolls are made and people are born. In the Neighborhood of Make-Believe, chaos reigns at Corney's factory. He has more work than he can handle and a lot of mistakes are happening. Corney does manage to make a King Friday doll that pleases his Royal Highness.

2:30 PM **BOB THE BUILDER** (111) ***Confidence***
Bob and the team learn more about their own abilities. Lofty has a tricky job in Lofty's Long Load. Ballroom Bob impresses everyone with his dance moves and Roley learns that, when it comes to building, everyone has a role to play.

3:00 PM **BETWEEN THE LIONS** (204) ***The Wings of Icarus***
It's a bird! It's a plane! It's Barnaby B. Busterfield III! Featured text: myth. Key word: wing. Target vowel: short i.

3:30 PM **POSTCARDS FROM BUSTER** (112) ***Hoops and Drums (Lander, Wyoming)***
On the Wind River Reservation, Buster meets kids from the Shoshone and Northern Arapaho tribes who teach him Native traditions including drumming and pow wow dancing. He also learns about another important tradition in this community - basketball - when he gets to participate in a clinic with his new friend Stephan.

4:00 PM **ARTHUR** (309) ***Arthur's Treasure Hunt/The Return of the King***
When Buster digs up an ancient arrowhead, everyone else wants to hunt for buried treasures, too. But how can Arthur become a famous discoverer of lost civilizations and stuff if his Mom won't let him dig up the back yard? In the second story, a field trip to the Medieval Fair pits Arthur's class against another led by Ratburn's super-tough mentor, Mr. Pryce-Jones. Arthur and the gang suffer defeat after humiliating defeat against the smarter, stronger competitors. Can Arthur save the day--and be crowned king?

4:30 PM **MAYA & MIGUEL** (131) ***Recipe for Disaster***
Maya wants to win an award offered to the student who donates the most books to a local book fair, so she collects every unwanted volume from her apartment, including some old cookbooks of Rosa's. The only problem is that Rosa has an old friend coming to visit, and she needs a favorite recipe from one of the books that Maya gave away. Now Maya and Miguel have to get the book back before Rosa's friend arrives.

5:00 PM **CYBERCHASE** (209) ***Double Trouble***
With special guest star Geoffrey Holder. Out for revenge, Hacker invades Shangri-La and imprisons Master Pi. The kids and Digit arrive as Hacker searches for the Good Vibration - the source of peace and happiness on the cybersite. Trouble doubles with unexpected results for the kids as well as Hacker, Buzz and Delete. Will the good vibrations continue, or will Hacker turn Shangri La into Shangri Blah? The Big Idea: When something grows by doubling, it gets large surprisingly fast, growing ever faster the longer the doubling continues. Math Topic: Growth by Doubling; NCTM Links: Algebra *Science Connection: Comparing growth and patterns of change.

WEDNESDAY, OCTOBER 12

6:30 AM **BARNEY & FRIENDS** (909) ***Keep On Truckin***
The children learn about different trucks and the value of sharing and playing safely.

7:00 AM **SESAME STREET** (4040) ***Zoe Challenges The Notion of "Girls" Games***
Baby Bear and Telly are excited about playing games with Zoe. As she starts to suggest the various games she likes to play, Baby Bear and Telly try to predict what Zoe will play and imagine what it would be like to play these games. The games that Zoe wants to play are all for girls, not for boys! As it turns out, Zoe plays with dolls, has tea parties, dances, and plays with trucks in very unique ways. The whole group has a great time playing together!

8:00 AM **CYBERCHASE** (209) ***Double Trouble***
With special guest star Geoffrey Holder. Out for revenge, Hacker invades Shangri-La and imprisons Master Pi. The kids and Digit arrive as Hacker searches for the Good Vibration - the source of peace and happiness on the cybersite. Trouble doubles with unexpected results for the kids as well as Hacker, Buzz and Delete. Will the good vibrations continue, or will Hacker turn Shangri La into Shangri Blah? The Big Idea: When something grows by doubling, it gets large surprisingly fast, growing ever faster the longer the doubling continues. Math Topic: Growth by Doubling; NCTM Links: Algebra *Science Connection: Comparing growth and patterns of change.

8:30 AM **ARTHUR** (709) ***Prunella Sees The Light/Return of the Snowball***
Prunella Sees the Light - To make everything perfect for her sleepover with Marina, Prunella happily styles her room to resemble a "Henry Skreever" book. But then she panics - since Marina is blind, will decorations she can't even see offend her... or worse, make her trip? Or will Prunella discover that her worries about protecting Marina - and their friendship - are more about Prunella's own perceptions rather than Marina's actual capabilities? Return of the Snowball - For six months, two weeks and four days, D.W. has been trying to solve the mystery of her snowball's disappearance. So when it re-appears in the freezer, she's ecstatic!! But wait - if it was taken once, how can she stop it from being stolen again? Can D.W. keep the snowball safe from plotting thieves... or even from melting?

9:00 AM **CLIFFORD'S PUPPY DAYS** (204) ***Sandcastle Hassle/School Daze***
Sandcastle Hassle: EE and Nina join in a sandcastle competition at the beach. Goaded by another contestant's dog, Clifford and Jorge become super competitive to help their girls win. It's EE who has to explain that they didn't enter the contest to win, but to have fun. School Daze: As the kids go off for their first day of school, the gang decides in would be fun to have their own school, too. There's just one problem. While they seem to have five qualified teachers, they only have one willing pupil-Clifford. When an overworked Clifford is too tired to play with EE after school, the gang realizes how unfair they've been, and set up school in a more equitable way.

9:30 AM **DRAGON TALES** (317) ***Moving On/Head Over Heels***
Moving On - Cassie's favorite big sister, Sophie, is going away to cooking school and Cassie is devastated to see her go. Enrique sings a Spanish farewell song as the sisters embrace. The gang tries to cheer her up about missing Sophie. They take her to their favorite spots in Dragon Land to have fun, but everywhere they go, Cassie is reminded of Sophie and is sad all over again. Enrique suggests that instead of trying to forget Sophie, Cassie do something that reminds her of Sophie. Cassie decides to make Goo-Berry Pudding, one of their favorite recipes, but finds she is sad making it without Sophie. When Cassie's little sister comes wanting to help, Cassie decides to teach her little sister to cook, just like Sophie taught her - and feels much better! Head Over Heels - Quetzal's brother Fernando is sick. When Quetzal asks the gang to bring him a delicious bowl of gazpacho, they are eager to help. To get there, however, they must pass by Trumpy the trollbooth troll. The toll? One cartwheel each. This worries Emmy, who's embarrassed to admit that she doesn't know how to cartwheel. Her friends help: Ord shows her how to balance; Cassie explains the "ready, hand-hand, foot-foot" method; and Zak and Wheezie coach her inkeeping her arms straight. Emmy keeps on trying, and even though she'sfrustrated, she gradually improves. When they reach the bridge, the gang encourages a nervous Emmy to do her best, and everyone cartwheels successfully enough to cross the bridge and deliver the soup to a grateful Fernando. On the way back, everyone is surprised to learn that Trumpy is sad because he can't do a cartwheel himself and hoped to learn by watching everybody else pay the "toll." The gang, including Emmy, is happy to help him learn.

10:00 AM **JAKERS** (102) ***The Salmon of Knowledge***
Piggley has a big test coming up in school and hates the thought of giving up an entire weekend to study. He decides instead to catch the legendary "Salmon of Knowledge," an all-knowing fish that can help him ace the exam. While Piggley puts his faith in a questionably magical fish, Ferny and Dannan study. Ferny and Dannan are the ones who ace the test-but Piggley learns an important lesson. Jakers! Live and Learn: Cobi Jones and a dance student talk about thefact that there's no quick way to achieve success, you have to put in some good, old-fashioned hard work.

10:30 AM **CAILLOU** (203) ***Sounds and Music***
In this theme we explore things that have to do with music and sounds: Playing music, hearing music played and having fun with sounds.

11:00 AM **BERENSTAIN BEARS** (122) ***House of Mirrors/Too Much Pressure***
HOUSE OF MIRRORS: When something she overhears mistakenly leads Sister to believe she has "big ears", nothing Mama can do will convince her otherwise. So instead Mama takes Sister to the carnival and to the House of Mirrors where their mirror images distort them in every way, shape and formimaginable - fat, thin, stretched, squished, until finally Sister finds herself staring at a mirror that makes her ears look truly elephantine. By comparison, Sister realizes that her ears are not big and that bears come in all shapes and sizes. The important thing is that our inner goodness speaks to who we are much more than our outward appearance does. TOO MUCH PRESSURE: Between Brother's baseball, soccer and karate, Sister's gymnastics, art and swimming, Mama's quilting club and PTA and Papa's furniture orders and town council reforestation committee, The Bear Family can hardly squeeze in a visit to Gran and Gramps'. Devising a huge schedule board to try to keep track of who' s coming and who's going where and when, they're surprised to discover it's completely filled. Ultimately things come to a head as Mama finds herself in a situation where she and the cubs are supposed to be in three places at once. At the same time, the car breaks down...and so does Mama. Realizing that they just have too much pressure, the Bear Family decide to cut down on the number of their activities. That way, with the pressure off, they all now have the time to truly enjoy the things they do.

11:30 AM **MISTER ROGERS' NEIGHBORHOOD** (1493) ***Discipline***
Mister Rogers gets his daily exercise by swimming and takes his television friends along. In the Neighborhood of Make-Believe, Lady Elaine Fairchilde thinks the King Friday dolls should look like her and changes them all into Lady Elaine Fairchilde dolls! King Friday summons the Chief of Discipline to deal with the mischief maker.

2:30 PM **READING RAINBOW** (114) ***The Day Jimmy's Boa Ate The Wash***

3:30 PM **BETWEEN THE LIONS** (205) ***Zoop! Zoop!***
With the help of her mother and a ukelele, Leona faces her fear of a scary fictional giant. Featured text: folktale. Key word: zoop. Target vowel: double o -- oo.

3:30 PM **POSTCARDS FROM BUSTER** (113) ***Swimming in the Desert (Phoenix, Arizona)***
In Phoenix, Buster checks out the Brophy Sports Campus, an elite training facility for swimmers that Francine has dreams of attending. There he meets Deni, an accomplished swimmer. Deni shows Buster the ins and outs of serious training and also shares his dream of becoming an astronaut.

4:00 PM **ARTHUR** (308) ***Popular Girls/Buster's Growing Grudge***
Sue Ellen and Fern take a popularity quiz they find in a magazine for teenagers. They change their personalities to become more likable, but why does it seem no one likes them anymore? In the second story, Buster's convinced that his great joke will be the difference between a successful oral report and failure. But when Binky steals his material, will Buster stay mad forever?

4:30 PM **MAYA & MIGUEL** (133) ***Abuela Upmanship***
Maya is sick about hearing how wonderful Lola's grandmother is - she seems to do everything just perfectly. Maya feels her own Abuela is pretty great and wants her to be recognized too. So she happens to mention that Abuela used to be a movie star! Now Maya has to prevent her friends and neighbors from discovering that Abuela's acting career was limited to a supporting role in a high school play.

5:00 PM **CYBERCHASE** (304) ***A Piece of the Action***
Digit disappears while visiting his friends the Scritters, so Motherboard sends Matt, Jackie and Inez to investigate. They discover that Hacker has found a supply of Magnetite, and will use it to fill up a rocket capable of erasing all of Motherboard's memory disks. Can the kids stop Hacker before he collects a hundred percent of the Magnetite he needs to launch the rocket, or will Motherboard be shut down once and for all?

THURSDAY, OCTOBER 13

6:30 AM **BARNEY & FRIENDS** (910) ***I'm A Builder***

Barney and the children are inspired to work together as a team and build a castle after watching construction vehicles at a construction site.

7:00 AM **SESAME STREET** (4095) ***Who'll Replace The Big Bad Wolf***

The Big Bad Wolf feels so exhausted from having to chase pigs and dress up like a Grandma all the time that he decides to take a vacation. In the meantime, Zoe, Elmo, and Telly audition to be the temporary wolf. The three of them have to first, blow down a straw house, then chase pigs, and lastly, pretend to be Grandma. All three of them creatively think of different strategies to pass the test. They all then begin arguing over who could best play the role of the Big Bad Wolf. Gordon talks to them and helps them to realize that it's more important to stay friends than to be the wolf. When it's time for the Big Bad Wolf to decide, he gives the role to Gordon since he did such a great job showing Telly, Zoe, and Elmo how to do everything that a Big Bad Wolf should do!

8:00 AM **CYBERCHASE** (304) ***A Piece of the Action***

Digit disappears while visiting his friends the Scritters, so Motherboard sends Matt, Jackie and Inez to investigate. They discover that Hacker has found a supply of Magnetite, and will use it to fill up a rocket capable of erasing all of Motherboard's memory disks. Can the kids stop Hacker before he collects a hundred percent of the Magnetite he needs to launch the rocket, or will Motherboard be shut down once and for all?

8:30 AM **ARTHUR** (710) ***April 9th (Parts I & II)***

April 9th (Parts I and II) - April 9th begins like any normal day... until a fire destroys the teacher's lounge and forces Lakewood Elementary to close. This unexpected event finds the children dealing with a wide range of emotional reactions: Sue Ellen is devastated when her diary is ruined. Binky sees the frightening flames up close but tries to act cool. Mr. Read escapes a school catering job unhurt - but now Arthur is constantly worried about his dad's safety. And Buster feels totally left out because he overslept and completely missed the disaster! As Arthur and his friends struggle with their feelings about the fire, they wonder if life will ever return to normal. But with the support of parents, teachers, and community members, they discover that by reaching out and working together, they can help each other through the most difficult of times.

9:00 AM **CLIFFORD THE BIG RED DOG** (120) ***Clifford On Parade/Follow The Leader***

Clifford on Parade - Emily and Charley are having a hard time deciding what kind of float to make for the annual Birdwell Parade. With a little help from Clifford, they learn the importance of compromise. Follow the Leader - Cleo has a hard time giving up her role as " leader" in a game of Follow The Leader, but soon learns that playing with friends is more fun when everyone cooperates and takes turns with one another.

9:30 AM **DRAGON TALES** (318) ***All Together Now/Team Work***

All Together Now - An exciting day at the Dragon Land Carnival is less than fun for Max, who is feeling left out when it seems that Enrique and Emmy would rather spend time with each other than with him. Max follows Quetzal and Cassie's advice on finding activities that everyone can do together or asking for some alone time with Emmy, but Max continues to feel excluded. Finally, as Max is moping around waiting for Enrique and Emmy to return so that he can ride the giant twisty slide, Ord tells Max that he doesn't have to wait for them to have fun. Max decides to go on the slide all by himself, and before long, he is joined by the entire gang as they enjoy the twisty slide all together! Team Work - While searching for Giggle Flowers, Zak and Wheezie happenupon a Stinkydink Bug, who sprays them with his bad smelling vapor. After blaming each other for their predicament, they decide to wash up in the river. Zak places both of their badges on what looks like rock. It turns out to be Speedy the Turtle. Speedy, repulsed by the lingering Stinkydink smell, attempts to escape it by walking away- unaware that the contaminated badges are on top of his shell. Zak and Wheezie try to catch up to Speedy, but their bickering wastes time and Speedy makes it across the river and into the Forest of Darkness. To get their badges back, the two must work together and make their badges shine in the dark so they can spot Speedy. With support from the gang, Zak and Wheezie finally listen to each other long enough to make their plan work. The badges are back where they belong! Problem solved!

10:00 AM **JAKERS** (103) ***Ferny Is A Bug***

Piggley's father tells him an old Irish tale about fairies disguising themselves as bugs and playing tricks on anyone who harms them. Soon Piggley and Dannan are convinced that fairies have turned Ferny into a flying beetle after he inadvertently smacks a bug on his arm. While Piggley investigates and experiments with ways to keep Ferny safe, Dannan hits the books to try and find a cure-and Ferny learns how much his friends care about him. Jakers! Live and Learn: Cobi Jones and kids talk about what it means to be a good friend.

10:30 AM **CAILLOU** (204) ***I'm Learning***

In this episode we explore first time experiences.

11:00 AM **BERENSTAIN BEARS** (123) ***Visit Fun Park/Perfect Fishing Spot***
VISIT FUN PARK: A ream of free ride tickets given to Mama at the supermarket prompts the Bear family to go to the amusement park. Brother boasts to friends and family that he'll fearlessly ride the legendary Thunderbolt roller coaster. However, when Brother sees how scary the ride actually is, he spends the rest of his day desperately trying to avoid it. The moment of reckoning for his boastful behavior comes, as Brother is about to board the dreaded ride and backs out at the last moment. PERFECT FISHING SPOT: Deciding that they're going to make Gran and Gramps' anniversary dinner special, Papa sets out to catch a prize winning fish as the main course and Mama sets out to make one of her blue ribbon pies for dessert. However one thing after the other gets in their way to the point they find themselves with no fish, no pie and no time. Ultimately it's the cubs who help Mama and Papa realize that it's not what's on the table but who comes to it that makes a dinner special.

11:30 AM **MISTER ROGERS' NEIGHBORHOOD** (1494) ***Discipline***
Mister Rogers goes to visit ice skating star Peggy Fleming who is practicing for an ice show. They talk about how doing anything well takes a lot of practice. In the Neighborhood of Make-Believe, Lady Elaine Fairchilde must work in Corney's factory for two days as punishment for turning King Friday dolls into Lady Elaine Fairchilde dolls. She goes to work organizing the factory and soon everything is running smoothly for the first time. She's making the most of her punishment.

2:30 PM **BOB THE BUILDER** (112) ***Using Clues***
Bob and the team investigate some unexplained goings-on. What can be the solution to Mr Beasley's Noisy Pipes? Bob's biscuits are going missing in Pilchard and the Field Mice, what can be the cause? And Bob's tools are going missing. Is Scruffty really to blame? Find out in Scruffty on Guard.

3:00 PM **BETWEEN THE LIONS** (208) ***Bobby The Hopping Robot***
Why is Bobby the Hopping Robot not hopping? Featured text: instructions. Key word: hop. Target vowel: short o.

3:30 PM **POSTCARDS FROM BUSTER** (114) ***Good Ol' Tyme (Whitesburg, Kentucky)***
Just because Buster's traveling doesn't mean that he gets out of Mr. Ratburn's assignments. He and Binky must complete a history report, but Buster is in rural Kentucky where Los Viajeros are performing, and there isn't a museum or historical statue in sight. Luckily, Carlos and Mora introduce him to fiddlers Randy and Rossi, and clogger Catherine, and the report on fiddling, square dancing and traditional Old Timey music gets an "A."

4:00 PM **ARTHUR** (307) ***Arthur Rides The Bandwagon/Dad's Dessert Dilemma***
They all have their own names and personalities and they're so darned cute! They're Woogles, and Arthur's gotta have one. Especially now that everyone else (even the Rat!) is collecting them. But there aren't anymore--stores are sold out. Will Arthur grow up Woogle-less? In the second story, Arthur wouldn't mind if Dad's infamous dessert "experiments" remained a family secret. So when Dad volunteers to cater a school party, Arthur fears the worst. What will Dad make this time: chunky pudding balls? cranberry-prune crumble?? turnip muffins?!?

4:30 PM **MAYA & MIGUEL** (130) ***The Dogwalkers***
In order to send their neighbor, the retired Broadway dancer Mrs. Salviati, to her high school reunion, Maya and Miguel decide to open a pet-care business to raise money for the plane fare. But when they take on a few too many jobs, they are overwhelmed with neighborhood pets needing to be walked, fed, bathed, groomed and clipped. In the end, they learn not to bite off more than they can chew.

5:00 PM **CYBERCHASE** (303) ***A World Without Zero***
Why does glamorous Gollywood go ga-ga when a nobody like Mister Z skips town? It's a fiendish Hacker scheme, of course. Because of a poison pen campaign devised by Hacker, Mister Z feels worthless and unwanted. He decides to leave Gollywood, taking his zeroes with him. The sudden disappearance of the number zero causes confusion and chaos, exactly as Hacker planned. As Hacker becomes the biggest star in Gollywood, the kids and Digit must show Mister Z he does indeed have a value by demonstrating the importance of the number zero.

FRIDAY, OCTOBER 14

6:30 AM **BARNEY & FRIENDS** (911) ***Coming On Strong***
Barney demonstrates the benefits of exercise and healthy habits.

7:00 AM **SESAME STREET** (4041) ***Oscar Needs A Change of Scenery***
Oscar decides he needs a change of scenery. He moves his can to the front of the Mail It Shop. He is definitely in everyone's way at the front door and things get very messy. Then Oscar realizes that the Mail It Shop is too happy for him. As he moves on in search of a grouchier place, he comes across Hooper's Store and decides to settle there. Hooper's Store is not grouchy enough for Oscar, especially because people share there. Oscar ends up deciding that his spot right back in front of 123 Sesame Street is the grouchiest place and that he doesn't have to move to find new ways to annoy people!

8:00 AM **CYBERCHASE** (303) ***A World Without Zero***
Why does glamorous Gollywood go ga-ga when a nobody like Mister Z skips town? It's a fiendish Hacker scheme, of course. Because of a poison pen campaign devised by Hacker, Mister Z feels worthless and unwanted. He decides to leave Gollywood, taking his zeroes with him. The sudden disappearance of the number zero causes confusion and chaos, exactly as Hacker planned. As Hacker becomes the biggest star in Gollywood, the kids and Digit must show Mister Z he does indeed have a value by demonstrating the importance of the number zero.

8:30 AM **ARTHUR** (310) ***Attack of the Turbo Tibbles/D.W. Tricks The Tooth***
If you think the Tibbles are bad now, imagine what they'd be like if they had super powers! After sneaking a peak at the forbidden "Terrific Turbo- Trooper Toy T-Bot Team" TV show, the Tibbles are out of control. And when the play gets rough, somebody could get hurt! In the second story, D.W. needs money--quick. After all, every girl wants to have her own Fluffy Unicorn Clothes-Horse and Horse-Clothes Barn. When she tries to pull a fast one on the Tooth Fairy, will Arthur have to pay?

9:00 AM **CLIFFORD THE BIG RED DOG** (121) ***Good-Bye T-Bone/The Truth About Dogs and Cats***
"Good-Bye T-Bone"--Clifford and Cleo misunderstand a conversation they overhear and think T-Bone is moving away. They vow to make T- Bone's last day on Birdwell Island extra special. They eventually learn to listen to a whole story before jumping to conclusions -- but the good friends enjoy a truly special day nonetheless! "The Truth about Dogs and Cats"--When two cats "move in" to the tree next door to T-Bone, the dogs try everything to get rid of them, but they soon discover that they have no real reason not to like the cats. The dogs learn that, just because individuals are different, it doesn't mean they can't be friends.

9:30 AM **DRAGON TALES** (319) ***Making It Fun/The Sorrow and the Party***
Making It Fun - The children are summoned to Dragon Land when Cassie, Ord, and Eunice the unicorn need their help. The Junior Unicorn Race is today, and Eunice needs the gang to paint the winding path so that the little unicorns do not get lost on their way. Zak and Wheezie join the group, who enthusiastically starts painting the path. Once they have painted for a while, they realize just how long the path is and become discouraged. Knowing that the tiny unicorns will get lost without a path, the gang comes up with clever ways to make their work go faster such as taking "fun breaks, " painting with more colors, singing songs, and racing. They finish just in time to watch the unicorns take off for their race! The Sorrow and the Party - Max's feelings are hurt when he's not invited to his school pal Brian's birthday party. Emmy tries to cheer him up by taking him on a trip to Dragon Land. But once there, he can't seem to get his mind off all the fun he must be missing. Queztal tells him that he understands why Max feels sad-nobody likes to be left out - and it's important to remember that being sad doesn'tlast forever. In the meantime, why doesn't Max try to do things that make him happy. Though Max's feelings are still hurt, he slowly begins to cheer up as he enjoys his time with his friends.

10:00 AM **JAKERS** (104) ***The Case of Big Sty***
Piggley's favorite radio program, "Piggley Trotter, Private Eye," inspires Piggley, Ferny and Dannan to spend many imaginative and adventurous afternoons playing detective. One particular afternoon, they work together to solve an unusual mystery: the case of "what a teacher does on his day off." Jakers! Live and Learn: Whether you're a member of a championship soccer team or playing with friends, cooperation makes the experience more successful-and a lot more fun. A group of kids demonstrate cooperation by putting together a difficult puzzle in no time at all!

10:30 AM **CAILLOU** (205) ***People I Love***
In this episode we explore the special people in Caillou's life.

11:00 AM **BERENSTAIN BEARS** (124) ***The Summer Job/The Big Red Kite***
THE SUMMER JOB: Brother and Sister are given the opportunity to learn about farming when they spend their summer working with Farmer Ben. They experience the joys and sorrows of working in a field so intrinsically linked to the whims of Mother Nature.

As the summer ends the cubs harvest their own crop of sweet corn and gain a new appreciation for the effort that goes into farming. THE BIG RED KITE: When a store window full of colourful novelty kites gets the cubs excited about entering a kite-flying contest, Brother and Sister are surprised when Papa suggests they build their own kite instead of buying one. Together Papa and the cubs build a big old style kite, which turns out to be too big to fly without an equally big wind. Regardless, instead of buying a store bought kite for the contest like all the other cubs, Brother and Sister decide to take their chances on "Big Red". To them, it's no longer about winning or losing; it's about taking pride in something they' ve made. They just want to see Big Red fly. As luck would have it, the wind picks up and, as all the store bought kites crash to the ground, Big Red flies so high, all the contestants join in and have a great time flying it.

11:30 AM **MISTER ROGERS' NEIGHBORHOOD** (1495) ***Discipline***
Mister Rogers shows a film of a factory where people make blankets and talks about the attachment some young children have to their blankets. In the Neighborhood of Make-Believe, X the Owl makes a mistake and Lady Elaine Fairchilde wants to spank him. She eventually learns that in the end, the best discipline makes everybody feel better and that something good can come from something bad.

3:00 PM **BETWEEN THE LIONS** (209) ***Teacher's Pet***
Cleo has the "I-can't-hear-or-tell-or-smell-if-someone's-sneaking-up-on- me" flu. Featured text: newsletter, diary. Key word: teacher. Target vowel: ea.

3:30 PM **POSTCARDS FROM BUSTER** (115) ***Buster's Road Rules (Tucson, Arizona)***
Buster joins Carlos and Mora on a road trip through the Sonora Desert. En route, they load up on snacks at a Latin American grocery store, meet Ariana who plays in a local Mariachi band, and cope with flat tires and car break downs with help from expert desert dwellers.

4:00 PM **KIDS' PICKS** ()

4:30 PM **KIDS' PICKS** ()

5:00 PM **CYBERCHASE** (210) ***Raising The Bar***
The main Cybrary is under attack. Hacker, disguised as an exterminator called the Vermin Vexer, has released a mysterious cyberbug that is systematically destroying certain information - but Ms. Fileshare, the overworked Cybrarian, is too busy to notice. When Hacker uses bar graphs to confuse Ms. Fileshare, the kids create bar graphs of their own to counter his contentions. Which graph will Ms. Fileshare believe? And what information is Hacker trying to destroy? Math Topic: Bar Graphs; NCTM Links: Representation. *With special guest star Jasmine Guy*

SUNDAY, OCTOBER 16

6:30 AM **BARNEY & FRIENDS** (907) ***All About Me***
Through Barney's help, the children learn that they are all special.

7:00 AM **GEORGE SHRINKS** (108) ***Toy George***
George's work on his school production of "Pinocchio" is interrupted by the arrival of SKYLER, his little cousin-once-removed. George ducks Skyler's attempts to get him to play with her until she tries to "play with" George - literally - as if he were a living toy. Finally, George has his cake and eats it too as he uses his Pinocchio rehearsal to simultaneously entertain Junior and their cousin.

7:30 AM **CLIFFORD'S PUPPY DAYS** (204) ***Sandcastle Hassle/School Daze***
Sandcastle Hassle: EE and Nina join in a sandcastle competition at the equitable way. beach. Goaded by another contestant's dog, Clifford and Jorge become super competitive to help their girls win. It's EE who has to explain that they didn't enter the contest to win, but to have fun. School Daze: As the kids go off for their first day of school, the gang decides in would be fun to have their own school, too. There's just one problem. While they seem to have five qualified teachers, they only have one willing pupil-Clifford. When an overworked Clifford is too tired to play with EE after school, the gang realizes how unfair they've been, and set up school in a more

8:00 AM **THOMAS & FRIENDS** (207) ***Night and Day***
The carnival has come to Sodor but Sir Topham Hatt has given Thomas an important job - to take some chickens to the docks. Thomas becomes worried that he'll miss the carnival and starts doing his job in too much of a hurry! Will Thomas make it to the carnival on schedule and manage to get his job done and be a very reliable engine? No Sleep For Cranky Cranky is unloading his cargo at the docks and is in no mood for a story, which Salty is telling Bill and Ben. Annoyed, Cranky swings his arm out and drops some pipes, sending them crashing into the shed. The shed collapses, trapping Salty, Bill and Ben and Cranky has to listen to Salty's stories all night. Can a sleepless night of stories teach Cranky not to misbehave again? The Magic Lamp Rusty tells the other narrow gauge engines the story of "Proteus" and his magic lamp. The legend says that whoever finds the lamp will have their wishes come true! At first, Peter Sam thinks this story is nonsense but soon gets so distracted by the magic lamp, he's is completely lost!. Can believing in the lamp help him find his way home after all?

8:30 AM **BOB THE BUILDER** (207) ***The Sunflower Farm Takes Shape***
Scrambler is desperate to help Bob build a drying barn for Farmer Pickles sunflower farm. Scruffty is also excited about the building job and runs and jumps about getting in everyone's way. Bob gives Scrambler the job of taking Scruffty for a walk to keep him out of trouble. Reluctantly, Scrambler agrees while Bob and the other machines get to work on the barn. Scrambler decides to try and wear Scruffty put so that he can get back to the building job, but soon realizes that Scruffty has even more puff that he does! While Bob completes the barn and gets to work installing a special drying oven, Scrambler tries a game of hide and seek to wear Scruffty out. Suddenly Scruffty discovers the most amazing off-road course Scrambler has ever seen! Excitedly, Scrambler and Scruffty compete, showing off their off- roading skills. They have a wonderful time until they are both absolutely exhausted. At the building site, and with the drying barn fully built, Bob and Wendy wonder where Scruffty and Scrambler have got to. Just then Farmer Pickles arrives with Scrambler, he found them both fast asleep in a clearing! Scrambler is chuffed to have made a brand new friend and concedes that dog walking is wicked after all!

9:00 AM **MAKE WAY FOR NODDY** (106) ***Noddy and the Magic Bagpipes/Policeman for a Day***
Noddy and the Magic Bagpipes - When Noddy takes up playing the bagpipes, he promises to practice every day but he soon gets bored and gives up and finds that there are consequences for not keeping up with his commitment. Policeman for A Day - When Noddy does a favor for Mr. Plod, he thinks that he is now part of the police force.with the power to reprimand and give tickets to his friends.

9:30 AM **DRAGON TALES** (315) ***All That Glitters/Dragonberry Drought***
All That Glitters - Quetzal reads a story about "El Dorado," the city of gold, and shows the gang a shiny golden dragon scale that the city's Gilded Dragon gave him. Max asks Quetzal if they can bring the scale into the sunlight to see it really shine. He puts the scale in his pocket and promises that he will be careful with it. They decide to fly to the sunniest part of Dragon Land. When they arrive, Max discovers the scale is gone - and that his pocket has a huge hole in it! The group tries to find or replace it, but ultimately decides that Max needs to tell Quetzal the truth. Quetzal is understanding and shows the class back into the room where a surprise guest is waiting.the Gilded Dragon! After hearing their story, the Gilded Dragon generously gives Max a new scale which he hands carefully to Quetzal. Dragonberry Drought - The gang, especially Ord, is all ready for the best day of the year to pick dragonberries. Emmy has a basket, Max has a pail and the dragons have their pouches.nothing can stop them, except maybe the fact that all of the dragonberries are missing! The bushes have all been picked clean! They try to think of many different ways to

find them, including following a flock of Do-re-mi Birds (notorious dragonberry eaters). Once they realize that dragonberry bushes are both round and red, their search eventually leads them to one fruitful bush, where they discover a trail of footprints. They follow it and learn that Mungus the giant inadvertently picked all the berries to make his mother a very special treat-a dragonberry pie! He apologies and promises them a slice when it is done baking-yummy! The slice turns out to be more than twice their size (even Ord) and twice as delicious as anything they've ever eaten in Dragon Land.

10:00 AM **ARTHUR** (309) ***Arthur's Treasure Hunt/The Return of the King***
When Buster digs up an ancient arrowhead, everyone else wants to hunt for buried treasures, too. But how can Arthur become a famous discoverer of lost civilizations and stuff if his Mom won't let him dig up the back yard? In the second story, a field trip to the Medieval Fair pits Arthur's class against another led by Ratburn's super-tough mentor, Mr. Pryce-Jones. Arthur and the gang suffer defeat after humiliating defeat against the smarter, stronger competitors. Can Arthur save the day--and be crowned king?

10:30 AM **JAKERS! THE ADVENTURES OF PIGGLEY WINKS** (140) ***Creepy Cabbages of County Galway***
After being told he's too young to listen to his parents' science fiction radio show, Piggley eavesdrops anyway. When his impressionable imagination puts him in a strange dream filled with cabbages and cabbage creatures, he learns there are reasons for rules. Jakers! Live and Learn: Cobi Jones and children get a chance to try out all the things they're too young (or old) to do-with humorous results. LESSON: Rules are there for a reason.

11:00 AM **CYBERCHASE** (406) ***A Change of Art***

MONDAY, OCTOBER 17

6:30 AM **BARNEY & FRIENDS** (912) ***Let's Play Games!***
BJ leads the group in a day of fun and games with a variety of different balls and activities.

7:00 AM **SESAME STREET** (4096) ***Mexico On Sesame Street***
Rosita is feeling homesick for her abuela and for Mexico. Seeing how much Rosita misses Mexico and her abuela, Big Bird and friends decide to bring Mexico to her by decorating Sesame Street to look just like Mexico! They also bring in authentic Mexican food and Luis sings a traditional Mexican song. Rosita is truly surprised and grateful when she realizes what everyone has done. To everyone's surprise, Rosita's abuela shows up too! She missed Rosita so much that she had to fly in to see her. Rosita couldn't be happier! They all continue the fiesta together.

8:00 AM **CYBERCHASE** (210) ***Raising The Bar***
The main Cybrary is under attack. Hacker, disguised as an exterminator called the Vermin Vexer, has released a mysterious cyberbug that is systematically destroying certain information - but Ms. Fileshare, the overworked Cybrarian, is too busy to notice. When Hacker uses bar graphs to confuse Ms. Fileshare, the kids create bar graphs of their own to counter his contentions. Which graph will Ms. Fileshare believe? And what information is Hacker trying to destroy? Math Topic: Bar Graphs; NCTM Links: Representation. *With special guest star Jasmine Guy*

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9:00 AM **CLIFFORD THE BIG RED DOG** (122) ***The Big Sleepover/Dog for a Day***
"The Big Sleepover"--Emily is going off the Island for a night and asks Charley to baby-sit for Clifford. The day goes pretty well, but when night falls, Clifford really misses Emily. The whole town bands together to get the big red dog through the night, discovering that they can accomplish anything if they put their minds to it! "Dog for a Day"--Fed up with his "responsibilities," Charley decides he would like to lead a dog's life -- no chores, no school, no problems. But a hilarious dream teaches him that he likes being just who he is.

9:30 AM **DRAGON TALES** (320) ***Itching for a Cure/Cassie Catches Up***
Itching for a Cure - Emmy, Max, Enrique and their dragon friends are building a giant card house. While they're balancing cards, the ground begins to tremble and the cards come crashing down! They set out to investigate the source of the rumbling tremors and find their giant friend Mungus rolling around on the ground. He has a terrible itch that just won't go away! The gang brings Mungus to Dr. Booboogone for help, and she sends them on a quest for special ingredients to make "Itch Be Gone" cream. They face some challenges in collecting the ingredients, but knowing how much Mungus needs their help encourages them to not give up. Mungus is extremely grateful for his friends' help, and he shows his appreciation by helping the gang build another, even bigger, card house. Cassie Catches Up - It's a special day in Dragon Land as Quetzal navigates the group through the sights, sounds and smells of the Dragon Land Fair. They head straight for the carnival games, with all hearts set on winning a pinwheel. But Cassie becomes increasingly frustrated, as she seems unable to win a prize, disappointing herself and her partner, Emmy. While Cassie may not be able to run as fast as Zak and Wheezie, or throw a softball as far as Ord, Cassie is reminded that she is "good at lots of things" - like problem solving! With that realization, she comes up with an ingenious way to win a pinwheel for herself and her best friend, Emmy.

10:00 AM **JAKERS** (105) ***All Night Long***
Mr. Winks is going fishing and Piggley and his friends really want to go along. Dad doesn't think they're ready for the trip, so the three friends set out to prove that they're not only ready, they're willing and able! They work to earn the privilege by doing chores around the farm, then they pull out all the imagination stops to show Dad what excellent fishermen they will be. At last, off they all go for some early-morning fishing. Jakers! Live and Learn: Cobi Jones and young music students show that determination, hard work and confidence in yourself can help you achieve something that's really important to you.

10:30 AM **CAILLOU** (206) ***The World Around Me***
In this theme we explore Caillou and how he relates to the world around him.

11:00 AM **BERENSTAIN BEARS** (125) ***Go to the Doctor/Don't Pollute (Anymore)***

GO TO THE DOCTOR: The cubs' younger cousin, Honey is apprehensive about going to the doctor's office for a checkup. Sister dispels Honey's fear of the unknown by setting up a pretend doctor's office and taking Honey through all the procedures of a checkup, using the instruments in her toy doctor's bag. DON'T POLLUTE (Anymore):Looking for something to do their environmental school project on, Brother and Sister visit Professor Actual Factual at the Bearsonian Institute. Not only do they discover that too much trash in Bear Country is a big problem, they also learn about endangered species such as the Bumbleberry tree - one of which Papa is intending to cut down to make a very special table. By showing them how to recycle eggshells as plant fertilizer, Mama helps the cubs discover that even little cubs like them can help reduce waste. Not only do the cubs spread the word to their friends who come up with their own ways to recycle, they help Papa realize he should help the environment by planting new trees instead of cutting them down.

11:30 AM **MISTER ROGERS' NEIGHBORHOOD** (1486) ***Mister Rogers Talks About Play***
This week Mister Rogers discusses the importance of play in a child's life. In the Neighborhood of Make-Believe, Bob Dog helps X the Owl get a ball that is stuck in the tree when he falls off the ladder and is hurt. Dr. Bill takes a scared Bob Dog to the hospital for an X- ray. When King Friday hears about the accident, he bans all play forevermore in the Neighborhood.

2:30 PM **READING RAINBOW** (1004) ***And Still The Turtle Watched***
READING RAINBOW is a magazine program for children that introduces a wide range of educational topics that promote awareness of the world and inspire reading. In this episode, host LeVar Burton explains the important role nature has in Native American culture. Narrator Michael Ansara reads AND STILL ATHE TURTLE WATCHED, a book by Sheila MacGill-Callahan about how the natural world in America, once revered by Native Americans, has been slowly destroyed by Western industrialization and agriculture. Other features include a report on the Sutton Project, which is a conservation program that raises young bald eagle chicks in captivity to increase their chances for survival into adulthood, and a demonstration on how kids can plant trees and appreciate the environment. The kids review A RIVER RAN WILD, THIRTEEN MOONS ON TURTLE'S BACK, and MY FIRST GREEN BOOK.

3:00 PM **BETWEEN THE LIONS** (208) ***Bobby The Hopping Robot***
Why is Bobby the Hopping Robot not hopping? Featured text: instructions. Key word: hop. Target vowel: short o.

3:30 PM **POSTCARDS FROM BUSTER** (126) ***Beats by the Bay (San Francisco, California)***
Carlos and Mora's new music video is selected to debut on 2CoolTV. The only problem is the song isn't finished, and they haven't even begun to think about the video! So while Carlos and Mora scramble to finish the song, Buster directs a video featuring hip hop dancers Briauna, Dariane, and Zack grooving their way around San Francisco and proving that hip hop is for everyone.

4:00 PM **ARTHUR** (305) ***Chips Are Down/The Revenge of the Chip***
What a mysterious, beautiful thing is a green potato chip--and D.W. just ate a gigantic one! But then she hears a rumor that they're poisonous and she's resolved to live what's left of her life to the fullest because, well, it's only a matter of time. In the second story, D.W.'s Mom tells everyone the green potato chip tale. When the story hits the local newspaper, it's just too much! How can D.W. get Mom to stop blabbing about it?

4:30 PM **MAYA & MIGUEL** (110) ***Politics Unusual***
Maggie wants to star in the upcoming School Assembly Day show. Her teacher, Mrs. Langley, recognizes her talent and assigns her the starring role, which she must share with non-dancer Miguel. Horrified, Miguel wants to have nothing to do with this show, but Mrs. Langley won't let him out of the deal. The only person who could do that is the Class President. Maya has a bright idea: Maggie will run for Class President. She's popular, and nobody else is running! Then she can change the show to suit both her and Miguel. Unfortunately, someone else decides to run, an unassuming kid named Simon. Maya and Maggie try to out-glitz Simon, by sponsoring makeovers and re- decorating the cafeteria, with comically disastrous results. Simon, meanwhile, takes the time to listen to the concerns of the other students. In the end, Maggie comes to realize that Simon cares about what the other students want, while she was only running for selfish reasons... and so she announces at the presidential debate that she is supporting Simon. Simon wins by a landslide... and his first act as President is to appoint Maggie to be director of School Assembly Day, to change the show however she wants.

5:00 PM **CYBERCHASE** (302) ***The Borg of the Ring***
The long lost Totally Rad Ring of Radopolis has been found...and is soon swiped by Hacker. This powerful crown will grant the wearer his heart's desire, and Hacker is a cyborg who wants it all. From a new head of gorgeous hair to total cyberdomination, Hacker enjoys wreaking havoc with his new Ring. While racing to reclaim the Ring, the CyberSquad meets a mysterious teenborg named Slider. He seems nice, but whose side is he really on? The kids must all work together to get the Ring back from Hacker and put it inside the Circle of Supreme Safety before Hacker destroys Motherboard once and for all. But the Ring must be placed in the exact center of the circle -- only then will it be safe from those who wish to use its power to harm others.

TUESDAY, OCTOBER 18

6:30 AM **BARNEY & FRIENDS** (913) ***You Can Count On Me***
Barney helps the children discover how much fun numbers can be by going on a number hunt.

7:00 AM **SESAME STREET** (4042) ***Fish-Sitters for Dorothy***
Elmo really, really wants to go to a baseball game with Gordon but he doesn't want to leave Dorothy alone. He wants to find a fish-sitter who could watch Dorothy in his absence. Both Baby Bear and Telly volunteer. Elmo explains all of the necessary skills and responsibilities involved in being a good fish-sitter. One would need to feed Dorothy, sing to Dorothy, make funny faces, and so on. Baby Bear and Telly compete for the position. Elmo ends up saying that Dorothy is only comfortable with Elmo. Finally, Gordon agrees to take Dorothy with them to the baseball game.

8:00 AM **CYBERCHASE** (302) ***The Borg of the Ring***
The long lost Totally Rad Ring of Radopolis has been found...and is soon swiped by Hacker. This powerful crown will grant the wearer his heart's desire, and Hacker is a cyborg who wants it all. From a new head of gorgeous hair to total cyberdomination, Hacker enjoys wreaking havoc with his new Ring. While racing to reclaim the Ring, the CyberSquad meets a mysterious teenborg named Slider. He seems nice, but whose side is he really on? The kids must all work together to get the Ring back from Hacker and put it inside the Circle of Supreme Safety before Hacker destroys Motherboard once and for all. But the Ring must be placed in the exact center of the circle -- only then will it be safe from those who wish to use its power to harm others.

8:30 AM **ARTHUR** (308) ***Popular Girls/Buster's Growing Grudge***
Sue Ellen and Fern take a popularity quiz they find in a magazine for teenagers. They change their personalities to become more likable, but why does it seem no one likes them anymore? In the second story, Buster's convinced that his great joke will be the difference between a successful oral report and failure. But when Binky steals his material, will Buster stay mad forever?

9:00 AM **CLIFFORD THE BIG RED DOG** (123) ***T-Bone, Dog About Town/Clifford's Big Heart***
"T-Bone, Dog About Town"--A cute little poodle named Mimi comes to Birdwell Island on vacation, and T-Bone gets a crush. He starts trying to be the kind of dog he thinks she will like, but learns that it's always best to just be yourself. "Clifford's Big Heart"--Clifford works hard to try to make Emily the perfect Valentine to show her how much he loves her. In the end, he learns that it's his presence, not presents, that means the most to Emily Elizabeth.

9:30 AM **DRAGON TALES** (321) ***Sad Little Star/Try It You'll Like It***
Sad Little Star - Celeste, a dreamy little star, appears in Dragon Land during the day. She loves being a star but misses out on seeing the daytime sights. Her dream is to see a real rainbow! The gang takes off on a quest for a rainbow. When at first they can't find one, they beg Polly Nimbus, the weather dragon, to make it rain, but even though she can make rain, she can't promise a rainbow. Celeste is sad to think she will have to go back without having her wish come true. Finally, Cassie realizes that her prism-shaped crystal can make a rainbow when the light shines through it. They get the idea to go to Crystal Cave to find a really big prism to make a rainbow across the sky. Celeste is overjoyed as the sky fills with a bright arching rainbow and she returns to the night sky with a twinkle in her eye. Try It You'll Like It - There are new rides at the Dragon Land amusement park! The gang sprints over, ready for yummy foods, roller coasters and a grand time. Everyone's ready, that is, but Zak, who's a little leery of eating snacks and riding rides that are unfamiliar. Wheezie, of course, is chomping at the bit, eager to take it all in. His friends remind Zak that there are things he likes now that were new once upon a time. Zak takes a chance and tastes Ord's cheesy log. He doesn't like it very much. He tries a frozen banana, which he likes even less, and then a corn-cob-on-a-stick, which he loves! After thinking about it, he decides to give the new rides a shot, too. They start on a few of the tamer ones, and eventually Zak works his way up to... The Skipper! It's a blast, and everyone is overjoyed, especially Zak, who winds up liking The Skipper more than anyone.

10:00 AM **JAKERS** (106) ***Picture Perfect***
Piggley accidentally embarrasses his good friend Ferny by taking a photo of him with his pants ripped and his undies showing! After promising not to show it to anyone, the photo gets away from Piggley and is seen by everyone at school. He tries to apologize, but finds that, for the first time, his best friend Ferny isn't willing to accept his apology. Piggley must use his ingenuity and creativity to regain Ferny's trust and friendship-and Ferny must find a way to forgive. Jakers! Live and Learn: It feels terrible to be mad at a friend, or tohave your friend be mad at you. Cobi Jones and children show that forgiveness and understanding make a friendship stronger.

10:30 AM **CAILLOU** (207) ***Machines! Brrrrmmm!***
Caillou learns about the mechanical world around him.

11:00 AM **BERENSTAIN BEARS** (126) ***The In Crowd/Fly It***

THE IN CROWD: When a snooty new girl with a snazzy new mountain bike and all the latest fashions moves into town, Sister finds herself torn between practising for the upcoming Double-Dutch contest, and trying to fit in with the new girl's In-Crowd. Sister finally decides to hang up her beloved skipping rope and starts dressing and acting like the others. However, although her new clothes help Sister fit in with the In-Crowd, seeing herself in them makes her realize that she' s trying to be something she's not and she decides, once and for all, that she likes her pink jumper, she likes her hair ribbon, she likes her Double-Dutch and most of all, she likes herself just the way she is. FLY IT: Brother and Freddy team up to try and create an innovative flying device for their fifth grade science project. Their hopes are dashed after a series of unsuccessful test flights and they decide to give up on the whole notion of being inventors. After having a talk with veteran inventor, Professor Actual Factual, the two cubs are encouraged to keep trying and ultimately they succeed in making a balloon-propelled aircraft that impresses the entire class.

11:30 AM **MISTER ROGERS' NEIGHBORHOOD** (1487) ***Play***
Mister Rogers visits a toy factory to show the thought and care that goes into making playthings for children. In the Neighborhood of Make-Believe, everyone is feeling sad about the king's rule of "no play." Lady Elaine Fairchilde tries to change his mind and when she can't, announces she will not live in a place where people are not allowed to play. She packs up her Museum-Go-Round and leaves!

2:30 PM **BOB THE BUILDER** (113) ***Problem Solving***
Skip desperately tries to have a good idea in Skip's Big Idea. Will he have one? A problem with some floorboards causes problems for Mr Ellis's Exhibition until Bob has a solution. Lofty and Skip let their imaginations run wild in Lofty's Jungle Fun.

3:00 PM **BETWEEN THE LIONS** (209) ***Teacher's Pet***
Cleo has the "I-can't-hear-or-tell-or-smell-if-someone's-sneaking-up-on- me" flu. Featured text: newsletter, diary. Key word: teacher. Target vowel: ea.

3:30 PM **POSTCARDS FROM BUSTER** (117) ***Best Friends (Winchester, Kentucky)***
Buster is absolutely positive that the latest Bionic Bunny comic book is his. But when Arthur insists it's his, the two best friends end up in a terrible argument. Luckily, during a stopover in Winchester, Buster meets two best friends, both named Katie, who remind Buster that friendship isn't just about the things you own, but how you care for each other and what you do together.

4:00 PM **ARTHUR** (304) ***Background Blues/and Now Let's Talk to Some Kids***
Wouldn't it be way cool to find out that your ancestors were famous frontier explorers? Or royalty? But what if, as Francine and Muffy are about to find out, they were just ... plain folks? In the second story, The Magic Toolbox show is coming to Ratburn's class to put the kids on TV! The kids prepare for stardom, but a behind-the-scenes star saves the show.

4:30 PM **MAYA & MIGUEL** (114) ***Family Time***
Noticing that everyone in her family is overworked, overtired, and overstressed, Maya concludes that they all have been missing "family time" - quality time spent alone as a family. Maya and Miguel plan a camping trip to a state park - and do all the planning and packing themselves to make things easier on their very busy parents and grandmother. But when they arrive at their campsite, the kids have forgotten some essentials - and rain, wildlife, and a capsized boat threaten to make their escape a disaster. In the end, however, la familia Santos discovers the only thing they really need is time together.

5:00 PM **CYBERCHASE** (407) ***The Case of the Missing Memory***

WEDNESDAY, OCTOBER 19

6:30 AM **BARNEY & FRIENDS** (914) ***A Wonderful World of Colors and Shapes***
An art show prompts an opportunity for Barney and his friends to learn about colors and shapes.

7:00 AM **SESAME STREET** (4097) ***Rock Sitter for Rocco***
Zoe needs a rock-sitter to read, sing, and play with Rocco while she is away in swimming class. Telly agrees to take care of Rocco in the meantime. Since Rocco likes rock stories, Telly, with Elmo's help, first tells her the story of "Goldirock and the Three Bears." Since Rocco also likes rock music, Telly, Alan, and Bob sing, "Rock Around the Rock" to her. When Zoe returns from her swimming class, Telly tells her about all the fun they had while she was away, and offers to help her take care of Rocco anytime!

8:00 AM **CYBERCHASE** (407) ***The Case of the Missing Memory***

8:30 AM **ARTHUR** (307) ***Arthur Rides The Bandwagon/Dad's Dessert Dilemma***
They all have their own names and personalities and they're so darned cute! They're Woogles, and Arthur's gotta have one. Especially now that everyone else (even the Rat!) is collecting them. But there aren't anymore--stores are sold out. Will Arthur grow up Woogle-less? In the second story, Arthur wouldn't mind if Dad's infamous dessert "experiments" remained a family secret. So when Dad volunteers to cater a school party, Arthur fears the worst. What will Dad make this time: chunky pudding balls? cranberry-prune crumble?? turnip muffins?!?

9:00 AM **CLIFFORD'S PUPPY DAYS** (205) ***Celebrating Spring/Garden Delights***
Celebrating Spring: The kids gather to turn a vacant lot into a city garden. But without a plan, things turn into a chaotic mess. It's only when they finally work together that they create a beautiful garden. Garden Delights: When Jenny replants a broken willow branch so that itcan grow to be a new tree, Norville tells the gang the same trick works with broken toys. The animals' effort to replant their toys results in nothing but a big muddy mess, until the kids come to their aid, and on their own, decide to create new toys from the old.

9:30 AM **DRAGON TALES** (322) ***The Big Race/Bye, Bye Baby Birdie***
The Big Race - It is the day of the Big Dragon Land Road Race. Teammates Lorca and Enrique get off to a great start on Lorca's modified wheelchair, but soon find themselves at a standstill when they can't work together. After getting advice from Quetzal, they realize that being a team means working together. They begin to pass their friends who are also having trouble cooperating and offer helpful teamwork suggestions for them. Enrique teaches a Spanish rhyme to Cassie and Emmy to help them pedal together, which comes in handy again when the entire gang ends up in a pile- up that entangles their go-carts. Stuck together, they head comically toward the finish line in a long train reciting the rhyme to keep in sync. Even though the team doesn't win the race, they learn a valuable lesson about cooperation and teamwork! Bye, Bye Baby Birdie - While playing in a meadow, the gang discovers afamily of rhyming birds, and Emmy and a baby bird take a shine to each other. Emmy names the bird Cutie Pie and they have so much fun together that she doesn't notice when the bird's family flies away. Although she's very attached to Cutie Pie, Emmy, with help from Quetzal and all her friends, understands that the baby bird needs to go home. After all, how would Emmy feel if she couldn't be with her family? The gang promises to help her say goodbye to her new pal. They all set out together and find Cutie Pie's family at their home in Very Merry Valley. Zak reminds Emmy that she knows where Cutie Pie lives now, so she can visit anytime she wants! Emmy gives Cutie Pie a keepsake - a ribbon from her hair. As Cutie Pie waves goodbye, one of her feathers flies into the air, she catches it in her beak and presents it to Emmy. Feeling much better, Emmy says goodbye to her new friend-until next time!

10:00 AM **JAKERS** (107) ***Teacher Creature***
Young Piggley's insecurity rises when he discovers that his teacher, Mr. Hornsby, is coming to his house for supper. Piggley is certain he's going to "grade" the Winks family, and that they'll come up woefully inadequate! So Piggley and pals hatch a plan to make sure the Winks family gets passing marks. Much to Piggley's surprise, he discovers that Mr. Hornsby is just a regular person-and not so intimidating after all. Jakers! Live and Learn: Cobi Jones points out that you can't judge a person based on just a few facts: "Take your time and get to know someone before you decide how you feel about them."

10:30 AM **CAILLOU** (208) ***It's Cold Outside! Brrr!***
In this theme we explore all the fun things you can do in winter.

11:00 AM **BERENSTAIN BEARS** (127) ***By The Sea/Catch The Bus***
BY THE SEA: When the Bear family arrives at their vacation beach house, waiting. the cubs balk at spending any time unpacking and cleaning. They want to go swimming immediately. Seeing the opportunity to teach the cubs a lesson about family cooperation, Mama and Papa decide to join the cubs on the beach. When the cubs realize their swimsuits are hopelessly buried somewhere in the trunk

of the car, they become more willing to help their parents. CATCH THE BUS: Brother's tardiness has become such an inconvenience for others, that he's given a wristwatch to correct the behavior. The watch gives Brother with the time, but not the will to be on time and he continues making excuses. Not until Lenny causes Brother to be late for a movie does Brother realize how inconsiderate it is keep others

11:30 AM **MISTER ROGERS' NEIGHBORHOOD** (1488) ***Play***
Mister Rogers talks about the importance of imagination in play. Everything is very somber in the Neighborhood of Make-Believe. The Neighbors can't find where Lady Elaine and the Museum-Go-Round have gone, and no one is allowed to play. Finally, Ana, Prince Tuesday and Daniel just have to play. When King Friday discovers them, the Prince and his father exchange strong words.

2:30 PM **READING RAINBOW** (406) ***The Life Cycle of the Honeybee***
This book describes in simple terms the life cycle of the honeybee. LeVar dons bee-proof clothing and investigates a beehive with a beekeeper. Viewers learn how honey is removed from the comb and readied for market, how bees pollinate flowers, how a new bee hive is started, and how important the queen a bee is to a well-organized hive.

3:00 PM **BETWEEN THE LIONS** (210) ***The Last Cliff Hanger***
Lionel is very unhappy because author Livingston Dangerously has written The Last Cliff Hanger. Featured text: pulp fiction, comics. Key word: last. Target vowel: short i.

3:30 PM **POSTCARDS FROM BUSTER** (118) ***Winter Gold (Park City, Utah)***
At the Utah Olympic Park, home of the 2002 Winter Olympics, Buster finds out what it really takes to be an Olympic athlete. He meets Squirt, a talented and dedicated ski jumper who introduces Buster to the world of speed skaters, luge racers, and ski jumpers.

4:00 PM **ARTHUR** (303) ***Arthur Goes Crosswire/Sue Ellen and the Brainasaur***
Since they rescued Wilbur Rabbit (the guy who plays Bionic Bunny on TV!), Arthur and Muffy have been inseparable. Arthur figures it's best that "Friends of Wilbur" stick together. But the rest of their friends are growing tired of the new Arthur. Can he be "de-Muffified?" In the second story, Brain's a great partner for a school assignment--unless you want to work on it, too! When he's paired up with Sue Ellen for a team project, she expects to be a team player. Can Brain tolerate anyone else messing with his perfect A?

4:30 PM **MAYA & MIGUEL** (113) ***The Bully and the Bunny***
A hulking new kid named Jimmy McCorkle moves in across the street and - at least it seems to Miguel and his friends - begins to bully everyone around. He kicks Miguel's soccer ball over the building, rips apart Maya's favorite video game, and commands Theo to remember his name...or else. Maya, however, is not so sure; she thinks maybe Jimmy's not so bad. When Jimmy buys Maya and Miguel's favorite bunny rabbit from the pet store, Maya decides they have to find out once and for all whether Jimmy really is a bully, or just misunderstood.

5:00 PM **CYBERCHASE** (211) ***The Wedding Scammer***
Believing that the Wicked Witch is really the long lost daughter of a powerful king, Hacker agrees to marry her, convinced that their union will double his power and Motherboard will never be able to defeat him. What Hacker doesn't know is that Wicked has secretly hidden away the REAL long- lost daughter of the king and stolen her identity. The kids must think their way through an intricate series of puzzles to free the real daughter. Will they succeed and get back to the wedding before Hacker and Wicked say "I do"? Math Topic: Making Hard Problems Easier; NCTM Links: Problem Solving. *With special guest star Al Roker*

THURSDAY, OCTOBER 20

6:30 AM **BARNEY & FRIENDS** (915) ***Easy As Abc***
Barney and the children find creative ways to teach Baby Bop how to spell her name.

7:00 AM **SESAME STREET** (4043) ***Elmo and Zoe Search for Rocco***
Zoe is having a great time playing with her pet rock, Rocco. Zoe is pretending that Rocco and Elmo are circus performers. When they get sidetracked, they return to find that Rocco is missing! They decide to become Circus Detectives and investigate the situation in order to find the missing rock. They begin to look for clues that may lead them to Rocco and they ask questions as they search. They ask a chicken but cannot understand her response. They ask an elephant who is not very helpful and finally they have to remember exactly what Rocco looks like because they find similar looking objects along the way. Eventually they ask Big Bird, and when he hears that they asked a chicken he volunteers to translate. As it turns out, the chicken was sitting on Rocco all along! The mystery is solved.

8:00 AM **CYBERCHASE** (211) ***The Wedding Scammer***
Believing that the Wicked Witch is really the long lost daughter of a powerful king, Hacker agrees to marry her, convinced that their union will double his power and Motherboard will never be able to defeat him. What Hacker doesn't know is that Wicked has secretly hidden away the REAL long- lost daughter of the king and stolen her identity. The kids must think their way through an intricate series of puzzles to free the real daughter. Will they succeed and get back to the wedding before Hacker and Wicked say "I do"? Math Topic: Making Hard Problems Easier; NCTM Links: Problem Solving. *With special guest star Al Roker*

8:30 AM **ARTHUR** (306) ***Binky Rules/Meet Binky***
Writing your own name in graffiti all over the school wouldn't be very smart, right? Binky says he didn't do it, so detectives Fern and Buster are on the case. Can they work together to solve the crime or will their client be sent up the river? In the second story, Arthur and the gang have Binky hats, Binky t-shirts and Binky CDs, but what they really need are Binky concert tickets!

9:00 AM **CLIFFORD THE BIG RED DOG** (124) ***Who Me, Jealous?/A Bunny in a Haystack***
"Who Me, Jealous?"--Mrs. Diller is taking care of Susie, her sister's puppy, for the weekend. Does Mrs. Diller like the cute little puppy better than she likes Cleo? Cleo determines to "out-cute" the puppy and win back Mrs. Diller's affection. But she soon finds that Mrs. Diller thinks Cleo is perfect just the way she is. "A Bunny in a Haystack"--When Emily brings home the class bunny, Clifford, Cleo and T-Bone learn what a big responsibility it is to take care of a pet!

9:30 AM **DRAGON TALES** (323) ***Sky Soccer/Room for a Change***
Sky Soccer - Today is the day for the Sky Soccer team tryouts in Dragon Land! Ord really wants to be on the team, but he's never played before. As Ord attempts the drills, he repeatedly misses the ball and uses the wrong parts of his body to touch the ball. Ord decides that sky soccer is just too hard. His friends convince him not to give up by sharing advice on taking things slowly, remembering which parts of his body to use, and saying the phrase, "If at first you don't succeed, try, try again!" When Ord returns for the second half of the tryouts, he shows tremendous improvement. Even though he does not make the team, the coach congratulates Ord on his progress and encourages him to keep practicing for next time. Room For A Change - Cassie's big family is getting even bigger - and she has to move to a new room so the babies can be closer to Mom and Dad. Even though she hasn't even seen it yet, Cassie worries that she won't like her new room. When she goes with her friends to check it out, Cassie admits that it's nice, but she's still sad having to leave the room she loves. Max and Emmy comfort her. After her friends help her move all her favorite things, she feels much better. Best of all, she discovers a secret closet, just the spot to read stories to her many brothers and sisters. Now it's the best room ever!

10:00 AM **JAKERS** (108) ***Molly's Dolly***
A series of strange circumstances quickly convinces Piggley that Molly's new doll is really a leprechaun in disguise. But he soon learns that it's a good idea to get ALL the facts before jumping to a conclusion about something.

10:30 AM **CAILLOU** (209) ***New Places and New Things!***
Caillou has a variety of new experiences as he continues to grow and see the world around him.

11:00 AM **BERENSTAIN BEARS** (128) ***Family Get Together/The Stinky Milk Mystery***
FAMILY GET TOGETHER: The Bears are hosting a family reunion, but the cubs doubt they'll enjoy spending time with relatives they've never met. The cubs' first impression of two cousins only confirms their opinion; Sylvester and Penelope are just too different to consider getting acquaintance with. However, as the day unfolds, Brother and Sister get to know them better and discover they've not only met new cousins, they've made new friends too. THE STINKY MILK MYSTERY: When Bother and Sister accidentally allow Farmer Ben's cows to get loose from their pen, his farm dog helps herd them back and the cubs decide not to tell

Farmer Ben, afraid he won't invite them back for another visit. However when the cows' milk mysteriously turns sour, the cubs fear that something must have happened when the cows were loose and that they're responsible. Now they're doubly afraid to tell the truth. Twigging that something is up, Papa casually tells the cubs a story about how he once made things a lot worse when he didn't fess up to something he did. That's enough to help the cubs make the right decision and they race off back to Farmer Ben's and tell him what happened. Farmer Ben is pleased they told the truth and that they've learned their lesson and the cubs are relieved to find that the cows are fine. Their milk only went sour because they must have eaten onion weed when they were out of the pen.

11:30 AM **MISTER ROGERS' NEIGHBORHOOD** (1489) ***Play***
Mister Rogers visits an underground mushroom farm. In the Neighborhood of Make-Believe, King Friday is reconsidering his "no play" rule, and Officer Clemmons finds Lady Elaine Fairchilde.

2:30 PM **BOB THE BUILDER** (101) ***The Environment***
This program follows the adventures of Bob and his machines: Scoop the leader/digger, Muck the digger/dumper, Dizzy the cement mixer, Lofty the crane and Roley the steamroller. Bob's business partner, Wendy, and Pilchard the cat all help out in the builder's yard. Other characters include Farmer Pickles, his tractor Travis and the naughty scarecrow Spud - who is always up to mischief. In this episode, Molly and Trix go nature watching while the others build a fence for Farmer Pickles. Then Wendy goes on vacation while the rest of the team is very busy with Farmer Pickles' campsite. Can they finish the job without Wendy's help? Yes they can! And finally, the team has to replace part of a riverbank that has been eroded. And Muck couldn't be happier to play in the mud.

3:00 PM **BETWEEN THE LIONS** (211) ***Pebble Trouble***
Leona is under a table and won't come out. Featured text: storybook. Key word: pebble. Target vowel: short e.

3:30 PM **POSTCARDS FROM BUSTER** (119) ***Star Search (Charleston, South Carolina)***
When Buster meets Justin, a talented 10 year-old actor, musician, and athlete, he decides to produce a documentary for Before They Were Stars. With his camera in tow, Buster meets Justin's extended family and explores Charleston and St. Helena Island, where Justin's family traces back its Gullah ancestry.

4:00 PM **ARTHUR** (302) ***D.W., All Fired Up/I'd Rather Read It Myself***
What exactly is a fire drill anyway? When Ms. Morgan announces they'llbe having one during preschool, D.W. wants no part of it--it sounds way too scary. Can she manage to stay home from school every day until the danger passes? In the second story, the Tibble Twins are better than D.W. at just about everything--they can yell louder, bounce higher, and even get dizzier. It would be great if D.W. could at least read before the Tibbles do! Can she spin a tale dazzling enough to convince them she can?

4:30 PM **MAYA & MIGUEL** (112) ***Prince Tito***
To help Tito overcome his stage fright, Maya convinces him to audition for a community theater performance called "Prince Tito." Maya promises Tito that she'll get the female lead and be right with him onstage the whole time. But when the director casts Tito in the lead and Maya in a bit part, Tito is bound for stardom - but only if Maya can find a way to keep him from freezing up in front of the audience on opening night.

5:00 PM **CYBERCHASE** (212) ***The Guilty Party***
Hacker returns to Poddleville with a peace offering: a magnificent statue of the Mayor of Poddleville. But at the unveiling party, Hacker accuses someone of stealing the key to his recharger chair. The accused claims he's innocent. Like Sherlock Holmes and Watson, the kids and Digit investigate the crime by interviewing eyewitnesses and recreating the crime scene. But the more they investigate - the more the accused is placed at the scene of the crime. Everyone saw him. It appears that Hacker has found the culprit. But has he? And what's that strange noise coming from inside the statue? Math Topic: Point of View; NCTM Links: Geometry.

FRIDAY, OCTOBER 21

6:30 AM **BARNEY & FRIENDS** (916) ***Look What I Can Do!***
The children show off their special talents in an "I Can Do" show.

7:00 AM **SESAME STREET** (4098) ***Goldilocks Takes Over Nursery Rhymes***
Being completely oblivious to their feelings, Goldilocks takes Little Miss Muffet's curds and whey, and then sticks her finger into Little Jack Horner's pie. She takes both of their nursery rhymes and makes them her own! Little Miss Muffet and Little Jack Horner are so upset that they start crying and run off to Baby Bear and Big Bird who offer to help them. They encourage Little Miss Muffet and Little Jack Horner to be assertive and stand up for themselves. Little Miss Muffet and Little Jack Horner gain the confidence to approach Goldilocks who is at Hooper's Store with Alan. Alan notices that Little Miss Muffet and Little Jack Horner are very upset so he encourages them to share their feelings with Goldilocks. After they express how badly she made them feel, Goldilocks realizes that she wouldn't like it if they did the same thing to her and apologizes, saying that she really didn't mean to make them feel sad.

8:00 AM **CYBERCHASE** (212) ***The Guilty Party***
Hacker returns to Poddleville with a peace offering: a magnificent statue of the Mayor of Poddleville. But at the unveiling party, Hacker accuses someone of stealing the key to his recharger chair. The accused claims he's innocent. Like Sherlock Holmes and Watson, the kids and Digit investigate the crime by interviewing eyewitnesses and recreating the crime scene. But the more they investigate - the more the accused is placed at the scene of the crime. Everyone saw him. It appears that Hacker has found the culprit. But has he? And what's that strange noise coming from inside the statue? Math Topic: Point of View; NCTM Links: Geometry.

8:30 AM **ARTHUR** (305) ***Chips Are Down/The Revenge of the Chip***
What a mysterious, beautiful thing is a green potato chip--and D.W. just ate a gigantic one! But then she hears a rumor that they're poisonous and she's resolved to live what's left of her life to the fullest because, well, it's only a matter of time. In the second story, D.W.'s Mom tells everyone the green potato chip tale. When the story hits the local newspaper, it's just too much! How can D.W. get Mom to stop blabbing about it?

9:00 AM **CLIFFORD THE BIG RED DOG** (125) ***Clothes Don't Make The Dog/Short-Changed***
"Clothes Don't Make the Dog"--T-Bone gets a new sweater, but when Mac teases him about it, he gets too embarrassed to wear it. He realizes that it's not what he wears that makes others like him. "Short-Changed"--When family friend Skyscraper Jackson visits, Emily worries that Clifford prefers the attentions of a super-tall basketball player to the attentions of a short little girl. Emily soon learns that love comes in all sizes.

9:30 AM **DRAGON TALES** (324) ***Rise and Bloom/Dragon Scouts***
Rise and Bloom - Max really wants to see the Bursting Blossoms bloom in Dragon Land - a spectacular, once-a-year event. This special event only happens at sunrise, and Max just can't seem to shake off his sleepiness and get himself going. Luckily, Max's friends have some strategies to help him feel more awake. When they finally arrive (fully awake) on Blossom Ridge, just in time for the sunrise, they aresurprised to find that the Bursting Blossoms need some help waking up. Max springs to action using his recently learned techniques to help the flowers shake off their sleepiness, and everyone celebrates as the amazing blossoms burst with color and shower sparkly pollen all around them. Dragon Scouts - Emmy is excited to go to Cassie's Dragon Scouts meeting. But when Cassie has to leave unexpectedly, Emmy's not sure how to make friends with the other Scouts, who are helping an old dragon woman take care of her garden and twinkle berry trees. Emmy tries being friendly and does her work close by. The Scouts talk to her, but they don't invite her to join them. Emmy tries a special berry-picking trick to attract attention, and the Scouts are impressed until the trick backfires, covering everyone with twinkleberries. Emmy is embarrassed, but is encouraged when one scout finds the incident funny. The next task is bringing water buckets to water thirsty flowers, but the buckets are so heavy that the Scouts can't carry them. Emmy suggests teamwork - one Scout holds the bucket and one Scout fills it until it's just the right weight. When Cassie returns, Emmy is happily working side by side with the Scouts, who invite her to visit them again soon.

10:00 AM **JAKERS** (109) ***Song of the Banshee***
When Piggley, Ferny and Dannan hear strange noises in the barn, Piggley decides it's the "song of the banshee"-which frightens Dannan more than she wants to admit! When she finally confesses her fear to her friends, they search for the source of the noise...and discover it's only Wiley the sheep trying to lead his uncooperative flock in song. Jakers! Live and Learn: Cobi Jones and kids describe times in their lives when they were afraid to talk about their feelings-and how opening up to friends or family made them feel so much better.

10:30 AM **CAILLOU** (210) ***Step By Step!***

Caillou learns about the value of helping others, whether they are close friends or new acquaintances.

11:00 AM **BERENSTAIN BEARS** (129) ***New Neighbors/The Big Election***

NEW NEIGHBORS: When the family next door moves away, Papa, Mama and the cubs all hope their new neighbors will be just like their old ones. But when the new neighbors turn out to be nothing at all like the old ones, the Bear Family has trouble adjusting and can't seem to warm up to them. But, by focusing on who their new neighbors are instead of who they aren't, the Bear Family learns to appreciate their differences and realizes the new neighbors are just as great as the old ones - in their own way. THE BIG ELECTION: When Papa's complaints to City Hall about all the potholes around town seem to be falling on deaf ears, he decides to take matters into his own hands and run for Mayor. While trying to take care of everyone's concerns, Papa ends up promising everything to everyone and soon discovers that Mayor Honeypot's job is no easy task. In the end, Papa decides he can fulfill his civic responsibility much better by being part of the solution instead of part of the problem, so he helps lighten the Mayor's load by organizing a group of volunteers to repair the potholes themselves.

11:30 AM **MISTER ROGERS' NEIGHBORHOOD** (1490) ***Play***

Mister Rogers walks on stilts and talks about how long it took him to learn to walk on them. Bob Dog helps persuade Lady Elaine Fairchilde to return to the Neighborhood of Make-Believe. A big play celebration follows with everybody joining in, even King Friday. Mister Rogers talks about loud play and quiet play.

3:00 PM **BETWEEN THE LIONS** (212) ***Oh, Yes, It Can!***

Can yams, gloves, and hammers talk? Oh, yes, they can! Featured text: folktale. Key word: can. Target vowel: short a.

3:30 PM **POSTCARDS FROM BUSTER** (120) ***We Are Family (Salt Lake City, Utah)***

While in Salt Lake City, Buster is invited to spend the day with of the Hirschis, a Mormon family and old friends of Bo. Buster learns first hand what it takes to run a family of seven children, and he gains some perspective on the advantages and disadvantages of being an only child.

4:00 PM **KIDS' PICKS** ()

4:30 PM **KIDS' PICKS** ()

5:00 PM **CYBERCHASE** (122) ***Model Behavior***

To protect themselves from Hacker's constant attempts to capture cybersite Happily-Ever-After, the King and his fairy-tale subjects construct a glass Skywall to keep Hacker out of the kingdom. But Hacker unfolds a brilliant scheme to crack open the Skywall - using the Wicked Witch's Voice! Can the kids use models to outwit Hacker before Wicked sings?!! The Big Idea: Make a model - a simplified version of something complicated - and you can easily and safely understand how it works. Math Topic: Using Models NCTM Links: Geometry.

SUNDAY, OCTOBER 23

6:30 AM **BARNEY & FRIENDS** (912) ***Let's Play Games!***
BJ leads the group in a day of fun and games with a variety of different balls and activities.

7:00 AM **GEORGE SHRINKS** (113) ***Journey to the Center of the Garden***
Something or Someone has been eating at the Shrink's garden and George is on the case. He burrows deep beneath the garden and finds a whole new world...including a family of Gophers.

7:30 AM **CLIFFORD'S PUPPY DAYS** (205) ***Celebrating Spring/Garden Delights***
Celebrating Spring: The kids gather to turn a vacant lot into a city garden. But without a plan, things turn into a chaotic mess. It's only when they finally work together that they create a beautiful garden. Garden Delights: When Jenny replants a broken willow branch so that itcan grow to be a new tree, Norville tells the gang the same trick works with broken toys. The animals' effort to replant their toys results in nothing but a big muddy mess, until the kids come to their aid, and on their own, decide to create new toys from the old.

8:00 AM **THOMAS & FRIENDS** (208) ***Shapes***
It's winter and Sir Topham Hatt announces that a special statue, celebrating the Sodor Railway, is to be delivered. Thomas is excited to be chosen to collect it from the docks, but when he sees the tarpaulin's shape, he thinks the statue is of him! At the grand unveiling of the statue, will Thomas wish he hadn't been so boastful before seeing the station for himself? Toby's Windmill Toby loves the windmill. But after a heavy stormon the Island of Sodor, the miller can't afford the timber to repair the mill. Then Toby finds a fallen tree, and he asks Sir Topham Hatt if the miller can have the wood. Can Toby's really useful gesture help the miller get the windmill back in tip top shape? Henry and the Flagpole Henry must collect a new flagpole from the docks for a banquet at the castle. But when Henry doesn't spot the flagpole, he worries that Sir Topham Hatt will use his favorite tall pine tree as a replacement! Can Henry find a replacement flagpole and save his tree or will he just cause confusion and delay?

8:30 AM **BOB THE BUILDER** (208) ***A Big Surprise for Bob***
Bob and the team are building a special flat-packed eco-home for Marjorie. When Muck and Benny spot Marjorie's canvas tent and Spud's straw-house, they wonder what else houses can be made from. With their part of the build completed, Muck and Benny go off exploring with Spud. The trio find a river bank full of mud and Muck decides to build a mud-hut. The gang use some old recycled posts to make a frame work. Then they mix up some mud using water from the river and are soon having a huge mud fight! When they find they've run out of mud, Muck collects some more from the river bank. Muck takes so much mud that the riverbank bursts sending a torrent of water heading towards Benny and Spud and completely washes away the mud hut and Marjorie's tent. Muck calls Bob on his Talkie Talkie and Bob springs into action. Using sandbags, rocks and sticks, the team soon patch up the river bank until it can be repaired properly. Muck is very sorry and realizes he's learnt an important lesson - that you can't just build a house anywhere! Muck is especially sorry about Marjorie's tent. Now she has nowhere to sleep! Bob and the team finish the flat-packed house, and Marjorie tells Muck that she's happy to sleep inside the house, even though the interior isn't finished - it'll be like a giant tent. It's been a long day and Muck announces that he's had enough mud for one day.

9:00 AM **MAKE WAY FOR NODDY** (107) ***Noddy and the Broken Dishes/Clockwork Mouse's Wish***
The Goblins trick Noddy into believing that he broke some dishes that were already broken. Noddy is having a clumsy day and things and people are getting knocked around. Noddy learns to make things right by saying "I'm sorry" in Mandarin. Clockwork Mouse is tired of being so little, so he uses Mr. Jumbo's plant growing spray to make himself bigger. He grows until he is the size of a giant, but decides he regrets it. Then Whizz teaches Noddy how to say "little" and "big" in Mandarin while pointing out objects in Toy Town. During the Music Video, "Noddy Will Lead the Way," Noddy and his friends sing about all the different people in Toy Town.

9:30 AM **DRAGON TALES** (320) ***Itching for a Cure/Cassie Catches Up***
Itching for a Cure - Emmy, Max, Enrique and their dragon friends are building a giant card house. While they're balancing cards, the ground begins to tremble and the cards come crashing down! They set out to investigate the source of the rumbling tremors and find their giant friend Mungus rolling around on the ground. He has a terrible itch that just won't go away! The gang brings Mungus to Dr. Booboogone for help, and she sends them on a quest for special ingredients to make "Itch Be Gone" cream. They face some challenges in collecting the ingredients, but knowing how much Mungus needs their help encourages them to not give up. Mungus is extremely grateful for his friends' help, and he shows his appreciation by helping the gang build another, even bigger, card house. Cassie Catches Up - It's a special day in Dragon Land as Quetzal navigates the group through the sights, sounds and smells of the Dragon Land Fair. They head straight for the carnival games, with all hearts set on winning a pinwheel. But Cassie becomes increasingly frustrated, as she seems unable to win a prize, disappointing herself and her partner, Emmy. While Cassie may not be able to run as fast as Zak and Wheezie, or throw a softball as far as Ord, Cassie is reminded that she is "good at lots of

things" - like problem solving! With that realization, she comes up with an ingenious way to win a pinwheel for herself and her best friend, Emmy.

10:00 AM **ARTHUR** (305) ***Chips Are Down/The Revenge of the Chip***
What a mysterious, beautiful thing is a green potato chip--and D.W. just ate a gigantic one! But then she hears a rumor that they're poisonous and she's resolved to live what's left of her life to the fullest because, well, it's only a matter of time. In the second story, D.W.'s Mom tells everyone the green potato chip tale. When the story hits the local newspaper, it's just too much! How can D.W. get Mom to stop blabbing about it?

10:30 AM **JAKERS! THE ADVENTURES OF PIGGLEY WINKS** (105) ***All Night Long***
Mr. Winks is going fishing and Piggley and his friends really want to go along. Dad doesn't think they're ready for the trip, so the three friends set out to prove that they're not only ready, they're willing and able! They work to earn the privilege by doing chores around the farm, then they pull out all the imagination stops to show Dad what excellent fishermen they will be. At last, off they all go for some early-morning fishing. Jakers! Live and Learn: Cobi Jones and young music students show that determination, hard work and confidence in yourself can help you achieve something that's really important to you.

11:00 AM **CYBERCHASE** (302) ***The Borg of the Ring***
The long lost Totally Rad Ring of Radopolis has been found...and is soon swiped by Hacker. This powerful crown will grant the wearer his heart's desire, and Hacker is a cyborg who wants it all. From a new head of gorgeous hair to total cyberdomination, Hacker enjoys wreaking havoc with his new Ring. While racing to reclaim the Ring, the CyberSquad meets a mysterious teenborg named Slider. He seems nice, but whose side is he really on? The kids must all work together to get the Ring back from Hacker and put it inside the Circle of Supreme Safety before Hacker destroys Motherboard once and for all. But the Ring must be placed in the exact center of the circle -- only then will it be safe from those who wish to use its power to harm others.

MONDAY, OCTOBER 24

6:30 AM **BARNEY & FRIENDS** (917) ***Making A Move!***
Barney and his friends help a new friend feel welcome when she moves into the neighborhood.

7:00 AM **SESAME STREET** (4044) ***Gabi Helps Elmo and Zoe Build Kites***
Zoe and Elmo see a movie about a kite festival and become very excited about flying kites. They decide to fly their own kites! When Zoe and Elmo find that Alan does not have kites at the store they are very sad. When they tell Gabi about their dilemma, she suggests they make their own kites and she volunteers to help. The three of them collect the necessary materials and follow the instructions in a book in order to make their own kites. When their kites are finished they notice another problem! There is no wind. Zoe suggests they try to make their own wind. They attempt to blow on the kites but this does not help. The Big Bad Wolf arrives and he is able to blow their kites into the sky. When he takes off for lunch their kites crash to the ground and are damaged. With Gabi's help, they realize that they can put the kites together to form one new kite. Then, they feel the wind picking up! Zoe and Elmo decide they can share one kite and fly it together.

8:00 AM **CYBERCHASE** (122) ***Model Behavior***
To protect themselves from Hacker's constant attempts to capture cybersite Happily-Ever-After, the King and his fairy-tale subjects construct a glass Skywall to keep Hacker out of the kingdom. But Hacker unfolds a brilliant scheme to crack open the Skywall - using the Wicked Witch's Voice! Can the kids use models to outwit Hacker before Wicked sings?!! The Big Idea: Make a model - a simplified version of something complicated - and you can easily and safely understand how it works. Math Topic: Using Models NCTM Links: Geometry.

8:30 AM **ARTHUR** (304) ***Background Blues/and Now Let's Talk to Some Kids***
Wouldn't it be way cool to find out that your ancestors were famous frontier explorers? Or royalty? But what if, as Francine and Muffy are about to find out, they were just ... plain folks? In the second story, The Magic Toolbox show is coming to Ratburn's class to put the kids on TV! The kids prepare for stardom, but a behind-the-scenes star saves the show.

9:00 AM **CLIFFORD THE BIG RED DOG** (126) ***The Kibble Crook/Screaming for Ice Cream***
"The Kibble Crook"--T-Bone can't resist sneaking a bite -- well, okay the whole bowl -- of Cleo's new dog food. When Cleo gets upset, T- Bone blames it on another dog and sends our fearless friends on a wild goose chase. T- Bone ultimately learns to take responsibility for his own mistakes. "Screaming for Ice Cream"--Charley and Emily Elizabeth find themselves up to their elbows in ice cream when Charley takes it upon himself to serve ice cream while his father is at a doctor's appointment. Charley learns that there are some responsibilities kids should not attempt to shoulder without the help of an adult.

9:30 AM **DRAGON TALES** (325) ***Musical Scales/Something's Missing***
Musical Scales - Max taught Zak and Wheezie a song in Spanish and English that they have practiced very hard to perform for Princess Kidoodle. As Max, Emmy, and Enrique (who is conspicuously wearing a new hat) arrive, they meet Cassie and Ord, who are puzzled that Zak and Wheezie refuse to come out. The group travels down to the twins' cave where they find Zak and Wheezie hiding - mortified that they are shedding their beautiful scales! After several failed attempts to cover their bare spots, the twins decide to cancel the show. Everyone goes to tell the princess, but Enrique stays back with Zak and Wheezie. He pulls off his hat to reveal an embarrassingly bad haircut. He convinces the twins to sing if he sings with them. So the three friends perform, receiving cheers from everyone! Something's Missing - When Emmy goes off to camp for a week, Max goes to Dragon Land alone, afraid he won't have any fun without Emmy. To help Max enjoy himself more, Cassie suggests that they do some of the things Emmy is having fun doing at camp: swimming, taking nature hikes and sitting around a campfire. But Max still misses Emmy, and wishes she could see all the great things they're doing in Dragon land. Oh, but she can! Max comes up with a plan to take pictures of their nature hike, and send them to his sister. It makes Max feel much, much better, knowing that he can share his fun time with her. And he can't wait to get home to see if Emmy sent him a letter from camp telling about all the fun she is having, too!

10:00 AM **JAKERS** (110) ***Our Dragon's Egg***
Piggley, Ferny and Dannan rescue an errant egg -- which they decide must be a dragon's egg. They hatch all kinds of plans to keep the egg safe, but when the creature inside emerges, it turns out to be a not- so-sweet wild swan chick. And that's when the real work begins.

10:30 AM **CAILLOU** (211) ***I Love to Pretend!***

11:00 AM **BERENSTAIN BEARS** (130) ***The Hiccup Cure/Think of Those In Need***
THE HICCUP CURE: Papa Bear accepts the prestigious job of making a one-of- a-kind chair for the Squire, but then learns the order must be filled by the next day for Mrs. Squire's birthday. Racing against time, Papa breaks from work only to eat, gobbling

down his food as fast as he can. Unfortunately, a recurring case of the hiccups hinders Papa from meeting his deadline. Consulting Dr. Bear, Papa learns his problem is caused from eating too quickly. With his hiccups under control, Papa is able to complete the Squire's chair with a steady hand and a healthier digestive system. THINK OF THOSE IN NEED: When Brother and Sister have to clean their room, they find they have more things than places to store it all. They decide to donate their extra games, puzzles and books to the Home For Retired Bears. Later, Brother discovers that he has given away a book he wanted to keep. In the process of searching the Retirement Home for his accidental donation, he and Sister visit with some of the elderly residents and learn how rewarding it is to share their time with others.

11:30 AM **MISTER ROGERS' NEIGHBORHOOD** (1466) ***Mister Rogers Talks About Superheroes***
Mister Rogers talks about dinosaurs and explains that they don't live here anymore. In the Neighborhood of Make Believe, Prince Tuesday has been having bad dreams about monsters. Lady Elaine has a secret meeting with Purple Panda.

2:30 PM **READING RAINBOW** (301) ***Paul Bunyan***

3:00 PM **BETWEEN THE LIONS** (213) ***Five, Six, and Thistle Sticks***
Can Lionel and Lenny still be best friends if they don't like the same things anymore? Featured text: storybook, biography. Key word: six. Target vowel: short i.

3:30 PM **POSTCARDS FROM BUSTER** (121) ***Buster's League of Champions (Virginia Beach, Virg***
Disappointed with the last Bionic Bunny movie, Buster decides it his duty as a devoted B.B. fan to send a video to the movie's producers with suggestions for the next sequel. He enlists the help of kids who live in Trailer City to create their own action-adventure superheroes in Buster's "Postcard to the Producers."

4:00 PM **ARTHUR** (128) ***I'm A Poet/The Scare-Your-Pants-Off Club***
This animated series is based on Marc Brown's best-selling books about Arthur Read, an eight-year-old aardvark, his sister D.W., and their family and friends. All the kids agree to write a poem as part of a bet, in "I'm A Poet." Guest poet Jack Prelutsky reads 3 of his poems from "The New Kid on the Block": "My Sister is a Sissy," "Today is Very Boring" and "Jelly Fish Stew." In "The Scare-Your-Pants-Off Club," when some parents get the kids' favorite books banned from the town library, the children themselves fight back.

4:30 PM **MAYA & MIGUEL** (125) ***The Bet***
When Maya comes to believe that Miguel has grown overly obsessed with playing videogames, she challenges him to go cold turkey. He agrees --on the condition that she refrain from meddling in other people's business. Whoever gives in first will do the other's chores for two weeks. Miguel has to summon all his strength to resist the lure of electronic games, while Maya is going batty trying to keep herself from offering advice to friends in need. Finally, Maggie has a problem that's just too much for Miguel to solve by himself, so he gives up on the bet in order to enlist Maya's help to find one more big idea.

5:00 PM **CYBERCHASE** (109) ***Clock Like An Egyptian***
(topic: Timekeeping) - Dr. Marbles finds the encryptor chip (the computer chip that will enable Marbles to delete Motherboard's virus) in an ancient pyramid. But the Mummy who guards the pyramid finds Marbles. When the kids and Digit arrive, they must work their way through the chambers of the pyramid - find Dr. Marbles - and escape before a trap set by the Mummy seals them inside forever. How much time do they have? Unfortunately, they have no clock or watch to tell them how much time has gone by. Is the mission impossible? Not for our kids! The Big Idea: To measure the passage of time, choose a starting point and count up the beats of something that repeats at steady, regular intervals.

TUESDAY, OCTOBER 25

6:30 AM **BARNEY & FRIENDS** (918) ***Home, Safe Home***
Barney helps his friends learn about safety with a little help from his friend, Firefighter Bill.

7:00 AM **SESAME STREET** (4099) ***Elmo's and Zoe's Scientific Exploration***
Elmo watches a leaf floating in a bucket of water and this observation leads Elmo to many other scientific questions. Elmo, Zoe, and Telly are all curious about whether or not objects such as a leaf, an apple, a rock (Rocco), and a triangle either float, sink, and/or slide. They first have a hypothesis about what might happen and then they test their hypothesis with an experiment. In the meantime, Gordon is there to ask Elmo, Zoe, and Telly about what is happening and what might happen next. They all have a wonderful time exploring together, and learning great new words such as experiment and hypothesis.

8:00 AM **CYBERCHASE** (109) ***Clock Like An Egyptian***
(topic: Timekeeping) - Dr. Marbles finds the encryptor chip (the computer chip that will enable Marbles to delete Motherboard's virus) in an ancient pyramid. But the Mummy who guards the pyramid finds Marbles. When the kids and Digit arrive, they must work their way through the chambers of the pyramid - find Dr. Marbles - and escape before a trap set by the Mummy seals them inside forever. How much time do they have? Unfortunately, they have no clock or watch to tell them how much time has gone by. Is the mission impossible? Not for our kids! The Big Idea: To measure the passage of time, choose a starting point and count up the beats of something that repeats at steady, regular intervals.

8:30 AM **ARTHUR** (303) ***Arthur Goes Crosswire/Sue Ellen and the Brainasaur***
Since they rescued Wilbur Rabbit (the guy who plays Bionic Bunny on TV!), Arthur and Muffy have been inseparable. Arthur figures it's best that "Friends of Wilbur" stick together. But the rest of their friends are growing tired of the new Arthur. Can he be "de-Muffified?" In the second story, Brain's a great partner for a school assignment--unless you want to work on it, too! When he's paired up with Sue Ellen for a team project, she expects to be a team player. Can Brain tolerate anyone else messing with his perfect A?

9:00 AM **CLIFFORD THE BIG RED DOG** (127) ***New Dog In Town/Get Well***
"New Dog in Town"--In a heartwarming flashback story, we learn how Clifford's enormous size frightened T-Bone when they first met. T- Bone learns that "you can't judge a book by its cover" -- friends come in all shapes and sizes. "Get Well"--Emily Elizabeth comes down with a bad cold, and Clifford and friends want to help her feel better. Using their imaginations and the resources around them, they create a card, collect flowers and fashion a small gift. When they present their offerings to Emily Elizabeth, it is obvious they have succeeded in making her feel cared for and loved. The dogs discover it's the thought behind a gift that matters most.

9:30 AM **DRAGON TALES** (326) ***Green Thumbs/Hand In Hand***
Green Thumbs - Following a torrential storm, the gang discovers Lily, a baby flower, helplessly floating downstream after being uprooted by the rain. They learn that she was separated from her family and misses them dearly. The gang knows that she's too little to take care of herself, and they use what they know to plant her in a bucket of soil and promise to take her back to where she belongs. Along the way they need to figure out how to keep her healthy and happy, and discover that, in addition to soil, Lily needs sun and water to live -but not too much! They find Lily's home eventually and transfer her back into the ground where she belongs. The surrounding flowers immediately thank the gang with a beautiful song and a spectacular shower of glittering petals. Hand in Hand - Max and Emmy can't seem to agree on anything! Their constant arguing upsets Enrique, who makes a wish on a magical wishing well for Max and Emmy to stop arguing and become closer. Enrique rejoins the group to find Max and Emmy holding hands - what he doesn't realize is that they are stuck together! When the gang goes back to the wishing well to reverse the wish, the well is full and can't accept any more wishes until its coins are brought to the bank. The friends empty the well and race the clock to deposit the coins before the bank closes. Along the way, Max and Emmy must cooperate and make decisions together. Enrique's wish gone awry is ultimately reversed, and Max and Emmy learn some valuable ways to get along.

10:00 AM **JAKERS** (111) ***The Cat Came Back.... and Back***
Sweet Shop owner Miss Nanny offers a reward for the return of her lost cat, and Piggley and friends leap at the opportunity. Of course, catching a cat with a mind of her own is not such an easy task. But seeing Miss Nanny's happy face is a great reward.

10:30 AM **CAILLOU** (212) ***All Wet!***
Caillou learns about having fun with water.

11:00 AM **BERENSTAIN BEARS** (131) ***Go to the Movies/Pet Show***

Go to the Movies - When Mama decides the Bear Family needs to spend more quality time together, all that can be managed is a movie night. Although silently staring at a movie screen isn't Mama's idea of 'quality time together', it's all the Bear Family's busy schedules will allow. Unfortunately, most of their movie night is spent just trying to get to the theatre, and inevitably, between a spooky detour to Squire's Mansion, running out of gas on a dark country road, etc. they arrive too late to see the film. Nevertheless, they realize that all their mishaps getting to the theater have provided the members of the Bear Family with a wonderful, fun filled evening of adventure. And the best part about it was they enjoyed it together as a family. ~~Pet Show - Brother wants to take part in the local pet show, but Sister has already entered their dog, Little Lady and the show entrance is limited to one owner per pet. Grizzly Gran offers to let Brother take her pet parakeet as his entry. Brother's initial enthusiasm wanes when he discovers that the bird can do nothing more than make odd sounds. When Gran explains that these sounds imitate noises around the house, Brother sees the potential for an entertaining sound effects act, starring, Little Bird Blue.

11:30 AM **MISTER ROGERS' NEIGHBORHOOD** (1467) ***Mister Rogers Talks About Superheroes***
Mister Rogers shows a film of children talking about dinosaurs. In the Neighborhood of Make believe, Lady Elaine Fairchilde has dressed Purple Panda in a dinosaur costume. Ana Platypus tries to fly with her "superskirt" and learns it's important to do your pretending where it's safe.

2:30 PM **BOB THE BUILDER** (102) ***Divergent Thinking***
Spud the Pilot - Bob is installing an antique fireplace for Mrs. Percival. JJ was playing with his new remote-controlled model airplane, but lost it in a field. Spud finds it and causes havoc with the toy, but Bob helps patch things up again. First Aid Molly - Bob and the gang are replacing some old pipes outside the town hall. Molly is practicing for her first aid exam. When Wendy calls JJ's yard to order a special pipe, Molly offers to deliver it. On the way, she gets to practice her bandaging skills in unusual ways. Trix and the Bug - The Mayor decides that the town needs a drive-in movie and Bob is asked to build it out in the countryside. The first film to be shown will be "The Invasion of the Giant Bug," and the film company sends a realistic looking model bug to help publicize the movie. Spud sees the bug and, thinking it's real, runs away with Trix chasing him through town.

3:00 PM **BETWEEN THE LIONS** (210) ***The Last Cliff Hanger***
Lionel is very unhappy because author Livingston Dangerously has written The Last Cliff Hanger. Featured text: pulp fiction, comics. Key word: last. Target vowel: short i.

3:30 PM **POSTCARDS FROM BUSTER** (122) ***A Bridge Back Home (Brooklyn, New York)***
Buster helps Carlos search the New York city borough of Brooklyn for Carlos's family's oud - a Middle Eastern guitar. To find it, they get help from James, a Lebanese boy who leads Buster through his Middle Eastern neighborhood. Buster meets the Kholad family and other helpful New Yorkers who share their lives, homes, and music with him.

4:00 PM **ARTHUR** (909) ***D.W. Beats All/Buster The Myth Maker***
D.W. Beats All - After the Tibbles get a set of drums to play at the music festival, D.W. is determined to get an even bigger and louder one. But when Mom tells her she can't get everything she wants (gasp!) D.W. realizes that she can march to a different beat. Buster the Myth Maker - Buster is always telling the most incredible stories - like the one about the rat in the soda bottle, or grasshopper eyes in Crinkle-Chaw gum! Now he claims there is a tiger in the state forest, which of course explains all those missing dogs. (Huh?) Can Arthur help Buster separate fact from fiction in order to solve this mystery?

4:30 PM **MAYA & MIGUEL** (126) ***The Cheery Chipper Cupid Sisters***
Maya and her friends are in love with the new girls action cartoon, "The Cheery Chipper Cupid Sisters". They join the fan club, wear the t-shirts, chant the chants, and begin to drive their friends and families up a wall. Things only get worse when their efforts to spread sweetness, happiness and love in the manner of their two- dimensional idols seem to backfire. Only a very surreal experience of trying to find a bird-napped Paco makes Maya realize that perhaps she's taken this latest fad a bit too far.

5:00 PM **CYBERCHASE** (401) ***Balancing Act***
Shari Spotter is selected by Headmaster Stumblesnore to make a film about Frogsnorts. Matt is the director. Inez the writer. Jackie the producer. And Digit is the camerabird. The team collaborates well until they realize they're spending too much too fast. The solution: create a budget. Their efforts are complicated by The Hacker, who places Stumblesnore under a spell in an effort to become the new headmaster of Frogsnorts.

WEDNESDAY, OCTOBER 26

6:30 AM **BARNEY & FRIENDS** (919) ***On The Road Again!***
The children have a fun day playing with and learning about cars; BJ even participates in a real car race!

7:00 AM **SESAME STREET** (4046) ***Elmo and Rosita Have A Play Date***
There is something in the air on Sesame Street. Everyone is singing! Rosita and Elmo have planned a play date but they cannot find each other anywhere. They keep missing each other as they look around the neighborhood. They both start singing about their sadness when they back up into each other and are reunited! They sing happily about the number 2 and how great it is to be together.

8:00 AM **CYBERCHASE** (401) ***Balancing Act***
Shari Spotter is selected by Headmaster Stumblesnore to make a film about Frogsnorts. Matt is the director. Inez the writer. Jackie the producer. And Digit is the camerabird. The team collaborates well until they realize they're spending too much too fast. The solution: create a budget. Their efforts are complicated by The Hacker, who places Stumblesnore under a spell in an effort to become the new headmaster of Frogsnorts.

8:30 AM **ARTHUR** (302) ***D.W., All Fired Up/I'd Rather Read It Myself***
What exactly is a fire drill anyway? When Ms. Morgan announces they'llbe having one during preschool, D.W. wants no part of it--it sounds way too scary. Can she manage to stay home from school every day until the danger passes? In the second story, the Tibble Twins are better than D.W. at just about everything--they can yell louder, bounce higher, and even get dizzier. It would be great if D.W. could at least read before the Tibbles do! Can she spin a tale dazzling enough to convince them she can?

9:00 AM **CLIFFORD'S PUPPY DAYS** (206) ***Clifford The Scary Puppy/Things That Go Bump***
Clifford the Scary Puppy: Evan goes a little too far when he's playing spooky tricks on the kids, until Clifford accidentally gives him a good scare. Things That Go Bump: There's a costume camp out party in the courtyardon Halloween night. Everyone drifts off to sleep but Clifford, who's too spooked by unfamiliar sounds to close his eyes. Norville comes to his rescue, and together, they nervously uncover that the "things that go bump" are only frightening in their imaginations.

9:30 AM **DRAGON TALES** (327) ***Cassie, The Green-Eyed Dragon/Hello, Miss Tipps***
Cassie, the Green-eyed Dragon - Everyone rushes to the School in the Sky to see Cassie's big surprise - her little brother, Finn! She has brought him to school so that she can tell all her friends how adorable her baby brother is. As she is speaking, she can't help but notice all the attention this cute tiny tyke is taking away from her. When Cassie simply can't take it anymore, she blurts out: "I wish I'd never brought him!" Quetzal speaks with Cassie and she admits that she's jealous. Quetzal assures her that this is very normal among brothers and sisters. Cassie feels better, but now Finn is hungry and no one seems to be able to feed him. Thank heavens for big sisters! Cassie knows some tricks that coax Finn into eating his snack, saving the day. Hello, Miss Tipps - When Quetzal is called away for the day, the youngdragons and their friends face a substitute teacher, Miss Tipps, for the first time. This change in routine upsets Lorca. He has been looking forward to hearing Quetzal tell the story of Prince Griffin, and is disappointed as Miss Tipps takes the students on a field trip, has music at a different time with strange instruments, and offers the class an unfamiliar treat at snack time. By the end of the day, Lorca is surprised when Miss Tipps concludes the day by reading the story of Prince Griffin. To the students' (and Lorca's) delight, all of the activities they did that day that strayed from their routine were actually parts of the story of Prince Griffin. Sometimes a little change can be... a beautiful thing!

10:00 AM **JAKERS** (112) ***Good Neighbors***
Piggley and his friends (inspired by a spooky radio program) are convinced that the young boy whose family just moved into the small house up the lane from the Winks' farm is actually a mad scientist! But through open-minded, adventurous thought and action, they are finally able to put aside their fears and risk making friends with the young boy.

10:30 AM **CAILLOU** (213) ***Animals and Me!***
In this theme we explore animals and how Caillou relates to them.

11:00 AM **BERENSTAIN BEARS** (132) ***The Car Trip/Pick Up and Put Away***
The Car Trip - The cubs are excited about going on a family trip - until they find out the destination is not Grizzlyland, but a tour of Bear Country's National Parks. Mama says that if they're more open- minded about new experiences, it could lead to a world of adventure. It turns out Mama is right. The cubs are surprised when they discover there's more fun and adventure on their trip than any amusement park could ever offer. Pick Up and Put Away - Instead of tidying up their room like Mama suggests, Brother spends his time building an amazing birdhouse for the next Bear Scouts merit badge. But he learns a hard and valuable lesson about being organized when he gets caught up in all the junk lying around his room, and trips and accidentally falls on his birdhouse,

crushing it. With Mama's guidance, Brother, along with Sister, find places for everything and put everything in its proper place. Although Brother doesn't earn the merit badge for birdhouse building, he does earn an even better merit badge - the one for organization.

11:30 AM **MISTER ROGERS' NEIGHBORHOOD** (1468) ***Mister Rogers Talks About Superheroes***
Mister Rogers and Mr. McFeely visit the set of "The Incredible Hulk" and meet Bill Bixby and Lou Ferrigno to talk about their own special kind of make believe. Mister Rogers talks about dreams being thoughts in our heads, but not real. In the Neighborhood of Make_ Believe, Prince Tuesday is scared of Lady Elaine's teasing and finds out it helps to talk about his fears.

2:30 PM **READING RAINBOW** (410) ***The Runaway Duck***

3:00 PM **BETWEEN THE LIONS** (214) ***Bug Beard***
A woodcutter and his wife, played by Ossie Davis and Ruby Dee, need the lions' help with a man who has bugs, bugs, bugs in his beard. Featured text: folktale. Key word: bug. Target vowel: short u.

3:30 PM **POSTCARDS FROM BUSTER** (123) ***Lost and Found (Guanajuato, Mexico)***
Mora guides Buster through his travels in this picturesque and historic city in her native country. Buster gets lost (and found), tries his hand at learning Spanish, and, with the help of some local kids, discovers that communication means more than just speaking the language.

4:00 PM **ARTHUR** (207) ***Arthur's Tv-Free Week/Night Fright***
The kids and their parents have pledged not to watch TV for one whole week. Can they last? Who will be the first to crack? In part two, big, brave Binky is afraid someone will discover his secret -- he can't sleep without a night light. When Arthur spends the night and discovers the truth, Binky has no choice but to resort to bribery.

4:30 PM **MAYA & MIGUEL** (118) ***Career Day***
It's Career Day in Maya and Miguel's class, and each kid gets to spend a whole day with a classmate's parent or grandparent as a "mentor." While Miguel lucks into spending the day with an astronaut, Maya ends up with Mort, an insurance salesman who has lost his belief in himself. Maya takes it upon herself to find Mort a new career, but ultimately discovers that what he really needs is simply some help restoring his confidence.

5:00 PM **CYBERCHASE** (203) ***Harriet Hippo and the Mean Green***
Hacker infects Motherboard with a new virus -- one that causes her to make cyber-citizens act mean. Digit and the kids go in search of an antidote: 2/ 5 of the Electro-Root, 2/8 of the Healing Stone, and 1/3 of a box of Hacker's wig gel -- a strange antidote indeed! Will the young cyber-heroes be able to gather the ingredients and figure out how to properly mix these odd fractions before it is too late? The Big Idea: Fractions that look different can represent the same portion of a whole. Math Topic: Equivalent Fractions.

THURSDAY, OCTOBER 27

6:30 AM **BARNEY & FRIENDS** (920) ***My Friends, The Doctor and Dentist***
Barney and the children discover the importance of healthy habits like brushing teeth, getting check-ups, exercising and eating healthy foods.

7:00 AM **SESAME STREET** (4100) ***"What Happens Next?" Show***
Elmo is excited to play a messy scientific game show called, "What Happens Next?" with Oscar as the host! With the help of his adult friends on Sesame Street, Elmo learns lots of new things about what would happen next if, for example, Slimey jumps into a little mud pool from a low diving board, and then from a high board. Would there be a little splash or a big splash? Elmo uses fun science words such as hypothesis when making guesses about what would happen next. Elmo has a great time learning to observe, making guesses, and checking to see if his hypothesis is correct! Guest: India Arie - (Singer)

8:00 AM **CYBERCHASE** (203) ***Harriet Hippo and the Mean Green***
Hacker infects Motherboard with a new virus -- one that causes her to make cyber-citizens act mean. Digit and the kids go in search of an antidote: 2/ 5 of the Electro-Root, 2/8 of the Healing Stone, and 1/3 of a box of Hacker's wig gel -- a strange antidote indeed! Will the young cyber-heroes be able to gather the ingredients and figure out how to properly mix these odd fractions before it is too late? The Big Idea: Fractions that look different can represent the same portion of a whole. Math Topic: Equivalent Fractions.

8:30 AM **ARTHUR** (301) ***Buster's Back/The Ballad of Buster Baxter***
Buster's coming home! Today!! The word spreads fast, but so does the fear that Buster will be ... different, somehow. He has been traveling all over the world and even visited countries where they eat snails and stuff. Will he ever want to hang out with plain old Arthur again? In the second story, Art Garfunkel lends his voice and likeness to the guitar-strumming moose minstrel who sings "The Ballad of Buster Baxter"--the story of how Buster feels when he comes home to Elwood City. It seems to Buster that, not only have his friends changed while he was gone, but they've forgotten all about him! Will he ever fit in again?

9:00 AM **CLIFFORD THE BIG RED DOG** (128) ***Babysitter Blues/Saturday Morning***
"Babysitter Blues"--Mr. Bleakman is ready for a quiet relaxing weekend of oil painting, when he is asked to baby-sit Clifford for the day. Mr. Bleakman struggles to find a way to keep Clifford out of his way, but soon detects that the big red dog has much to teach him about being spontaneous and having fun! "Saturday Morning"--When T-Bone's "special Saturday time" with SheriffLewis doesn't turn out the way he expected one week, he goes on a quest to see how others spend their Saturdays. He finds there are many different ways to spend time with the people you love.

9:30 AM **DRAGON TALES** (328) ***Super Snow Day/Make No Mistake***
Super Snow Day - It's a warm spring day, but Enrique walks into the playroom and finds Max & Emmy in their winter gear. They're going sledding on Snowy Summit in Dragon Land. Enrique has never even seen snow except for in books or on TV, so he is hesitant to try sledding. When the gang decides to go to Icicle Cave, a place only accessible by sled, Enrique decides not to go. His friends really want him to come, so they decide to help Enrique take small steps to safely overcome his fear and see how much fun snow and sledding can be. By taking it slow and facing small hills, Enrique gradually warms up to the snow. When they arrive safely at Icicle Cave, Enrique teaches them a Spanish song about hot chocolate. Everyone joins in singing as Zak and Wheezie accompany them on the icicle xylophones. Make No Mistake - Max can hardly contain his joy-he just got the lead role in the School in the Sky play! He's so excited about the lights, the sets and the costumes that he hasn't even thought about the audience or even the possibility of making a mistake-until he overhears Zak telling Wheezie how embarrassing it could be to mess up in front of everybody. Suddenly, Max is paralyzed with fear. He definitely doesn't want to make a mistake in front of all those dragons! Noticing his apprehension, his friends tell him not to worry-everyone makes mistakes. They even suggest ways to make him less nervous, like taking deep breaths. Max is still scared. When Ord and Quetzal both slip up on stage and laugh it off, Max realizes that even the most confident of his friends can make mistakes. In spite of his fears, and even a small mistake, Max takes center stage.

10:00 AM **JAKERS** (113) ***Rock Around The Cluck***
Young Piggley discovers the joy of the new sounds of rock 'n roll, and finds that he is suddenly eager to go to school-on Saturdays!-for his guitar lesson. When Piggley falters during his first public performance, Ferny and Dannan offer loving support and shared enthusiasm to help himregain his confidence.

10:30 AM **CAILLOU** (214) ***Outdoor Adventures***
In this episode we explore Caillou out in nature.

11:00 AM **BERENSTAIN BEARS** (133) ***Hug and Make Up/Big Road Race***

Hug and Make Up - The cubs and their friends all have acts to practice for a backyard circus they're putting on. Sister has perfected a bicycle stunt that looks very impressive - that is until Brother does the same routine riding a unicycle. In the interest of a better show, Sister graciously bows out to make room for Brother's more entertaining act. When Brother comes to realize how he's hurt Sister's feelings, he apologizes and makes an effort to teach her how to ride the unicycle before the big show. Big Road Race - When Brother and his pals decide they're going to joinforces and build a car for the upcoming go cart race, Cousin Fred puts himself in charge of designing the car, Too Tall puts himself in charge of getting the parts, and Brother puts himself in charge of building it. That leaves nothing for Little Kenny, the younger cub they let hang around with them, to contribute. That is until the day of the race when the trio realize they've forgotten the wheels. That'swhen Little Kenny rises to the call and volunteers his wagon wheels, demonstrating to one and all that sometimes the one with the least to offer, offers the most.

11:30 AM **MISTER ROGERS' NEIGHBORHOOD** (1469) ***Mister Rogers Talks About Superheroes***
Mister Rogers visits "The Incredible Hulk" set again to see Lou Ferrigno ("The Hulk") put on his costume and make-up. In the Neighborhood of Make Believe, the Neighbors decide on a plan to catch the "dinosaur."

2:30 PM **BOB THE BUILDER** (103) ***Surprises***
Scoop and the team have a holiday surprise for Bob and Wendy in Scoop the Disco Digger. Molly's surprise for JJ doesn't go entirely to plan in Speedy Skip. And a mix-up for Muck nearly spoils Mrs Bentley's birthday present in Muck's Surprise.

3:00 PM **BETWEEN THE LIONS** (212) ***Oh, Yes, It Can!***
Can yams, gloves, and hammers talk? Oh, yes, they can! Featured text: folktale. Key word: can. Target vowel: short a.

3:30 PM **POSTCARDS FROM BUSTER** (124) ***The Music Mystery (New Orleans, Louisiana)***
Fern is writing a mystery story for a writing contest, but she needs help developing the characters. So Buster Baxter, Private Eye, investigates New Orleans's rich music and dance history. Along the way, he meets African drummer Colin, choir director Brittany, and stilt dancer Niya.

4:00 PM **ARTHUR** (605) ***The Boy Who Cried Comet/Arthur and Los Vecinos***
Buster is convinced that he's seen real UFO's, and he uses Muffy's fancy new telescope to get the proof. What he discovers is much more terrifying-a comet hurtling directly toward earth! Can Buster convince his friends that this sighting is real in time for them to save the planet? Mr. Sipple from next door is moving away and Arthur wonders-who will be the new neighbors? When Alberto Molina and his family settle in, Arthur makes a new friend and learns about a different culture...and about a comic book character named Conejitos Mechanicos! (That's Spanish for Bionic Bunny)

4:30 PM **MAYA & MIGUEL** (119) ***I've Got to Be Mi-Guel***
Tito really admires his big cousin Miguel. So much so, in fact, that he begins to feel bad about himself - after all, Miguel does everything so well, it's sometimes hard to measure up. But at Maya's inadvertent suggestion, Tito realizes there is one way to be just as cool as Miguel: to imitate everything Miguel says, does, and wears, from his sneakers to his haircut. Miguel is flattered by this new "mini-Miguel," but Maya gradually finds the whole thing annoying, and even more so because the flattery is clearly going to Miguel's head. It's only when Tito - in helping Maya and Miguel in an emergency - discovers some of his own talents that he goes back to being just plain Tito. Everyone is thrilled to have him back.

5:00 PM **CYBERCHASE** (102) ***Castleblanca***
(topic: Finding Meaning from Data) - Dr. Marbles is captured by Hacker and taken to Castleblanca, a cyberspace version of Transylvania. Hacker's goal: transfer Marbles' brainpower into his newly-built robot named Megabyte! Summoned by Motherboard, the kids and Digit arrive with the knowledge that Hacker has taken Marbles to a castle - but which one? There are hundreds and hundreds of castles. To find Marbles, the kids must master the art of properly collecting data, organizing it and graphing the results - which are sometimes surprising! The Big Idea: Data is a lot more than acollection of numbers. When you gather it, organize and analyze it, you can discover useful information hidden in the numbers.

FRIDAY, OCTOBER 28

6:30 AM **BARNEY & FRIENDS** (701) ***All Aboard!***

In this episode of Barney and Friends, the gang learns about trains, in particular the caboose. Kami is feeling a little left out because she is always last in line, but Barney teaches her that sometimes being last is the most important position, just like the caboose. In their study of trains, the kids learn to make railroad flags and well as clean the park caboose.

7:00 AM **SESAME STREET** (4047) ***Telly's Afraid to Play with Baby Bear***

When Baby Bear and Telly are playing basketball, Telly accidentally hits Baby Bear in the nose. It really hurts, but Gina takes a look at it and says it should be okay. Baby Bear is ready to play some more, but Telly is petrified of hurting his best friend again. He is even too afraid of hurting Baby Bear to play with his triangle collection. Baby Bear starts to get very sad and expresses how frustrated he is that he can't play with his friend Telly. Gina comes by and talks to him about his feelings. She suggests that he tell Telly how he feels. Baby Bear and Telly discuss their feelings together and Telly is able to see that his fear of hurting Baby Bear on the outside was actually causing him to hurt Baby Bear on the inside. They are able to solve their conflict by talking through the problem and they continue playing.

8:00 AM **CYBERCHASE** (102) ***Castleblanca***

(topic: Finding Meaning from Data) - Dr. Marbles is captured by Hacker and taken to Castleblanca, a cyberspace version of Transylvania. Hacker's goal: transfer Marbles' brainpower into his newly-built robot named Megabyte! Summoned by Motherboard, the kids and Digit arrive with the knowledge that Hacker has taken Marbles to a castle - but which one? There are hundreds and hundreds of castles. To find Marbles, the kids must master the art of properly collecting data, organizing it and graphing the results - which are sometimes surprising! The Big Idea: Data is a lot more than a collection of numbers. When you gather it, organize and analyze it, you can discover useful information hidden in the numbers.

8:30 AM **ARTHUR** (128) ***I'm A Poet/The Scare-Your-Pants-Off Club***

This animated series is based on Marc Brown's best-selling books about Arthur Read, an eight-year-old aardvark, his sister D.W., and their family and friends. All the kids agree to write a poem as part of a bet, in "I'm A Poet." Guest poet Jack Prelutsky reads 3 of his poems from "The New Kid on the Block": "My Sister is a Sissy," "Today is Very Boring" and "Jelly Fish Stew." In "The Scare-Your-Pants-Off Club," when some parents get the kids' favorite books banned from the town library, the children themselves fight back.

9:00 AM **CLIFFORD THE BIG RED DOG** (129) ***Best Paw Forward/Then Came Bob***

"Best Paw Forward"--When cement is poured at the new Birdwell Island recreation center, the kids and dogs are invited to leave their handprints. But Clifford's paw print is just too big to stay! Seeing Clifford's disappointment, his friends work together to find a way to include Clifford -- and everyone's delighted when Clifford's paw print becomes the new wading pool for the children. "Then Came Bob"--Vaz baby-sits for Bob -- a cute, but not very well- behaved little dog that Dr. Dihn recently acquired from the dog pound. This little mischief-maker is very good at getting into trouble -- and placing the blame on Clifford! Emily Elizabeth never doubts her big dog for a minute, and the truth about Bob finally comes out.

9:30 AM **DRAGON TALES** (329) ***Finders Keepers/A Storybook Ending***

Finders Keepers - Today is the day the Dragon Land Aquarium opens. Everyone is ready to go except for Wheezie, who is supposed to clean her room - but the aquarium is so much more fun! She decides her room can wait. As the group reaches the turnstile they all turn to Wheezie, who is holding the tickets.or is she? Wheezie can't remember where she put them! Maybe someone has turned them in at the "Dragon Land Lost and Not Yet Found" or taken them to Recycle Hill at the Dragon Dump. Emmy suggests that Wheezie try to remember where she was when she first had the tickets-but she just can't. So the gang helps Wheezie thoroughly retrace her steps, which eventually leads them all the way back to her very messy room. The team helps Wheezie put her room in order and finally locates the elusive tickets. Wheezie learns a lesson in remembering as well as the importance of a clean room! A Storybook Ending - Quetzal is going to read from the Magic Story Book. Everyone has a favorite story, but Enrique has never chosen, so Quetzal asks him to decide. As he flips through the book of magical 3-D images, Enrique comes across one that looks like a young Quetzal. Admitting that he was that young dragon, Quetzal begins to tell the story of a quest that he made in his youth. The class and Quetzal are magically whisked into the book where they discover the origin of the Magic Story Book as they relive the adventure of " Quetzal's Fabled Quest." To be successful, they must first learn to see things from others' perspectives. When the children complete their quest, they renew the promise that Quetzal once made to share the Magic Story Book for years to come!

10:00 AM **JAKERS** (114) ***Donkeys Into Racehorses***

When Mr. Hornsby asks the class to think about the meaning of the old expression "you can't make a racehorse out of a donkey", Piggley takes it as a challenge! He sets out to change his donkey Finnegan into a racehorse. In the end he learns that all living creatures have their own special talents-even donkeys.

10:30 AM **CAILLOU** (215) ***All Around The Block!***
Caillou learns more about living in his neighborhood and what that entails.

11:00 AM **BERENSTAIN BEARS** (114) ***The Haunted Lighthouse/The Baby Chipmunk***
THE HAUNTED LIGHTHOUSE: When the Bear Family vacations in an old lighthouse rendered obsolete by modern technology, they discover that it's rumoured to be haunted. Although the cubs encounter mysterious sights and sounds, they're anything but spooked. In fact Brother and Sister actively pursue the clues to the point where they not only reveal the "ghost" but also come up with a way to give new life to the old lighthouse as well as the old lighthouse keeper. THE BABY CHIPMUNK: When she adopts a baby chipmunk, Sister learns the hard way about trying to keep a non-domestic animal as a house pet. As a baby all the chipmunk does is eat and sleep. However, the bigger it grows the more active it gets and the more mess it makes and the more trouble it causes. Of course none of it's intentional. That's just the creature's nature. But when it accidentally bites Papa, Sister finally realizes that if she really loves Little Brown Eyes, she'll do what's best for the chipmunk and return him to the outdoors where he belongs.

11:30 AM **MISTER ROGERS' NEIGHBORHOOD** (1470) ***Mister Rogers Talks About Superheroes***
Mister Rogers shows a film of a backhoe and points out that the machine does not go by itself. It takes a person to make it go. In the Neighborhoo d of Make Believe, the plan to catch the dinosaur works and Lady Elaine learns that jokes aren't meant to scare people.

3:00 PM **BETWEEN THE LIONS** (215) ***Trains and Brains and Rainy Plains***
Lionel and Leona ride a train into a book called "Bringing the Rain to Kapiti Plain." Featured text: folktale. Key word: rain. Target vowel: ai.

3:30 PM **POSTCARDS FROM BUSTER** (116) ***Bayou, By Me (Slidell and Larose, Louisiana)***
Inspired by the bayou, Buster sets off to capture the "Swamp Monster" on film. With help from 12 year-old bayou expert Dylan and other friends, Buster chases after the mysterious creature while enjoying the perks of bayou life, like crab dinners and catfishing with hotdogs!

4:00 PM **KIDS' PICKS** ()

4:30 PM **KIDS' PICKS** ()

5:00 PM **CYBERCHASE** (311) ***Shari Spotter and the Cosmic Crumpets***
Digit and the kids must help Shari Spotter (of Frogsnorts School for Sorcerers) make the magical Cosmic Crumpets before Hacker crashes the Sorcerer's Ball and becomes the most powerful magician in Cyberspace!

SUNDAY, OCTOBER 30

6:30 AM **BARNEY & FRIENDS** (917) ***Making A Move!***
Barney and his friends help a new friend feel welcome when she moves into the neighborhood.

7:00 AM **GEORGE SHRINKS** (118) ***Round Up The Usual Insects***
George and Becky are working on their Science Fair Project- Insects. They end up going on a "full scale insect safari" collecting several species in George's Backyard. Meanwhile, Mom is getting ready to entertain the ladies of the Arts Council in hopes of becoming their newest member with her new sculpture. While Mom and Dad are entertaining, George and Becky keep an eye on Junior. But just when they aren't looking, Junior lets all of the insects out and they are now scattered around and about Mom's party. It's up to Becky and George to come up with ingenious ways of capturing all the bugs without ruining Mom's party.

7:30 AM **CLIFFORD'S PUPPY DAYS** (206) ***Clifford The Scary Puppy/Things That Go Bump***
Clifford the Scary Puppy: Evan goes a little too far when he's playing spooky tricks on the kids, until Clifford accidentally gives him a good scare. Things That Go Bump: There's a costume camp out party in the courtyardon Halloween night. Everyone drifts off to sleep but Clifford, who's too spooked by unfamiliar sounds to close his eyes. Norville comes to his rescue, and together, they nervously uncover that the "things that go bump" are only frightening in their imaginations.

8:00 AM **THOMAS & FRIENDS** (209) ***Pride***
Emily is taking passengers to the ruined castle when she decides that she will be queen for a day. But when Toby and Percy don't think she'sclever enough, Emily decides to prove it and creates some confusing situations! Can Emily be really honest and admit to the engines that being queen is too much of a load for her to handle after all? Gordon Takes a Tumble Gordon, the express train, is proud of being the fastest and shiniest engine. He carries only passengers and no freight! Therefore, Gordon is not happy when Sir Topham Hatt sends him to haul some trucks. Will Gordon learn that too much pride can get in the way of being a really useful engine? Thomas' Day Off Dennis is a new diesel engine on Sodor and he's given the job of taking some roof tiles to the school while Thomas has the day off. Dennis is a very lazy engine and does his best to get Thomas to do his jobs for him. When Dennis pretends to break down and Thomas goes for help he gets stuck in a lie! Can Dennis admit his mistakes and get back on track?

8:30 AM **BOB THE BUILDER** (209) ***Building Homes***
When Farmer Pickles asks Bob if he'll put together Scruffty's new kennel, Bob puts Scrambler in charge of getting the materials to the right place. But Scrambler, Scruffty and Spud soon run into something more fun than hauling materials --- off roading, and quickly lose track of time and their jobs! Can they learn to have fun AND get the job done or will Scrambler cause a doghouse disaster? Benny's Important Job Benny arrives at the new site to help work on the Bentley's special new house which will be built into the side of a hill! There's a lot of digging to be done and not much time since the house must be finished in time to surprise Mrs. Bentley! Benny, desperate for something really important to do, gets discouraged when the job seems too big! Can Benny find an important job that's just his size?

9:00 AM **MAKE WAY FOR NODDY** (108) ***Noddy and the Lost Tool/Noddy and the Towering Flo***
Noddy borrows a tool from Mr. Sparks without asking and then loses it. Instead of admitting his mistake, Noddy tries to trick Mr. Sparks into thinking it's NOT missing. Then Noddy helps Mr. Plod find the objects that the Goblins have stolen and learns how to say "found it" in Russian. When the annual Flower Show comes to Toy Town, Noddy and Master Tubby Bear become determined to grow a better flower than Dinah Doll and Tessie Bear. Later, Noddy has planted some flower seeds that are sprouting. Every time he sees a flower pop up he uses the Russian word for "flower". In the Music Video "The Animal Song," Noddy and his friends sing about all the different noises animals can make.

9:30 AM **DRAGON TALES** (325) ***Musical Scales/Something's Missing***
Musical Scales - Max taught Zak and Wheezie a song in Spanish and English that they have practiced very hard to perform for Princess Kidoodle. As Max, Emmy, and Enrique (who is conspicuously wearing a new hat) arrive, they meet Cassie and Ord, who are puzzled that Zak and Wheezie refuse to come out. The group travels down to the twins' cave where they find Zak and Wheezie hiding - mortified that they are shedding their beautiful scales! After several failed attempts to cover their bare spots, the twins decide to cancel the show. Everyone goes to tell the princess, but Enrique stays back with Zak and Wheezie. He pulls off his hat to reveal an embarrassingly bad haircut. He convinces the twins to sing if he sings with them. So the three friends perform, receiving cheers from everyone! Something's Missing - When Emmy goes off to camp for a week, Max goes to Dragon Land alone, afraid he won't have any fun without Emmy. To help Max enjoy himself more, Cassie suggests that they do some of the things Emmy is having fun doing at camp: swimming, taking nature hikes and sitting around a campfire. But Max still misses Emmy, and wishes she could see all the great things they're doing in Dragon land. Oh, but she can! Max comes up with a plan to take pictures of their nature hike, and send them to his sister. It makes Max feel much, much better, knowing that he can share his fun time with her. And he can't wait to get home to see if Emmy sent him a letter from camp telling about all the fun she is having, too!

10:00 AM **CYBERCHASE** (128) ***I'm A Poet/The Scare-Your-Pants-Off Club***

This animated series is based on Marc Brown's best-selling books about Arthur Read, an eight-year-old aardvark, his sister D.W., and their family and friends. All the kids agree to write a poem as part of a bet, in "I'm A Poet." Guest poet Jack Prelutsky reads 3 of his poems from "The New Kid on the Block": "My Sister is a Sissy," "Today is Very Boring" and "Jelly Fish Stew." In "The Scare-Your-Pants-Off Club," when some parents get the kids' favorite books banned from the town library, the children themselves fight back.

10:30 AM **JAKERS! THE ADVENTURES OF PIGGLEY WINKS** (110) ***Our Dragon's Egg***

Piggley, Ferny and Dannan rescue an errant egg -- which they decide must be a dragon's egg. They hatch all kinds of plans to keep the egg safe, but when the creature inside emerges, it turns out to be a not-so-sweet wild swan chick. And that's when the real work begins.

11:00 AM **CYBERCHASE** (109) ***Clock Like An Egyptian***

(topic: Timekeeping) - Dr. Marbles finds the encryptor chip (the computer chip that will enable Marbles to delete Motherboard's virus) in an ancient pyramid. But the Mummy who guards the pyramid finds Marbles. When the kids and Digit arrive, they must work their way through the chambers of the pyramid - find Dr. Marbles - and escape before a trap set by the Mummy seals them inside forever. How much time do they have? Unfortunately, they have no clock or watch to tell them how much time has gone by. Is the mission impossible? Not for our kids! The Big Idea: To measure the passage of time, choose a starting point and count up the beats of something that repeats at steady, regular intervals.

MONDAY, OCTOBER 31

6:30 AM **BARNEY & FRIENDS** (702) ***UP, DOWN AND AROUND!***

In this episode of Barney and Friends, Tony brings his newly made kite to the park. While the kids were playing with it, a gust of wind blew it up into a tree. While they waited for another big breeze to bring it down, the gang learned about orchards, played London Bridge with Baby Bop and played I Spy in the caboose. As no breeze had come to release the kite, the gang decided that hopping would shake the tree and the kite. It worked!

7:00 AM **SESAME STREET** (4101) ***ELMO AND ZOE CLAIM A BALL***

Zoe and Elmo find a ball on Sesame Street and begin arguing over whose ball it is. They both keep saying, "It's mine!" Luis then enters and explains that instead of arguing over whose ball it is, they could have fun with it by sharing, taking turns, and playing together. While Zoe and Elmo are learning to share and take turns, Baby Bear comes in and is so relieved to see his ball! They all begin to argue over whose ball it is again until Zoe and Elmo are finally convinced when Baby Bear shows them the letter "B" that he had marked on the ball for "Baby Bear." Baby Bear could see that Elmo and Zoe are sad to see the ball go so he decides to share the ball, and they all realize that taking turns and playing together is even more fun than owning your own ball.

8:00 AM **CYBERCHASE** (311) ***SHARI SPOTTER AND THE COSMIC CRUMPE***

Digit and the kids must help Shari Spotter (of Frogsnorts School for Sorcerers) make the magical Cosmic Crumpets before Hacker crashes the Sorcerer's Ball and becomes the most powerful magician in Cyberspace!

8:30 AM **ARTHUR** (909) ***D.W. BEATS ALL/BUSTER THE MYTH MAKE***

D.W. Beats All - After the Tibbles get a set of drums to play at the music festival, D.W. is determined to get an even bigger and louder one. But when Mom tells her she can't get everything she wants (gasp!) D.W. realizes that she can march to a different beat. Buster the Myth Maker - Buster is always telling the most incredible stories - like the one about the rat in the soda bottle, or grasshopper eyes in Crinkle-Chaw gum! Now he claims there is a tiger in the state forest, which of course explains all those missing dogs. (Huh?) Can Arthur help Buster separate fact from fiction in order to solve this mystery?

9:00 AM **CLIFFORD'S PUPPY DAYS** (206) ***CLIFFORD THE SCARY PUPPY/THINGS THA***

Clifford the Scary Puppy: Evan goes a little too far when he's playing spooky tricks on the kids, until Clifford accidentally gives him a good scare. Things That Go Bump: There's a costume camp out party in the courtyardon Halloween night. Everyone drifts off to sleep but Clifford, who's too spooked by unfamiliar sounds to close his eyes.

9:30 AM **DRAGON TALES** (101) ***TO FLY WITH DRAGONS/THE FOREST OF D***

Max and Emmy aren't sure how they feel about their new home until they discover the playroom with dragon wallpaper - and a secret drawer! Inside is a shiny dragon scale, and a poem whose words transport them magically to Dragon Land. Young dragons Ord and Cassie have never met children and are amazed that they can't fly. Max is a little nervous at first, but soon he and Emmy fly on Ord's and Cassie's backs to see this wondrous new place, meet the two-headed dragon Zak and Wheezie, and learn from Quetzal, the teacher in the School in the Sky, how to return home and visit again. In "Forest of Darkness," Quetzal opens his Big Storybook and gives Ord a very special assignment -- to locate the Star Tree in the Forest of Darkness and bring back one of its Star Seeds. There's only one problem: Ord is afraid of the dark! With a little help from his friends, Ord learns some creative new ways to cope with his fear.

10:00 AM **JAKERS** (115) ***FIR NOT***

Piggley and his pals try to track down and trap a Fir Darrig, a particularly mischievous leprechaun. In the process, the kids accidentally break a window and decide to blame it on the Fir Darrig. Soon it begins to appear that the Fir Darrig is taking his revenge on them for giving him the blame-or is it just their guilty consciences?

10:30 AM **CAILLOU** (122) ***AFTER DARK***

Things get a little scary today. Caillou and his new neighbors, Jason and Jeffery, are playing hide and go seek in the backyard, until dusk brings out the shadows. A flashlight and Mommy help chase the shadows away. That evening, Caillou can't fall asleep when he hears scary " scratchy monster" noises and thinks there's a monster in his room. Daddy shows him that a tree branch brushing against the window is making the noises and the only monster in Caillou's room is Gilbert. Later, a bad dream about a scary monster leads to a restless night for Caillou. Mommy and Daddy help him learn to fall asleep safely in his own bed. Meanwhile, in a burst of imagination, Rexy makes up a scary "Spookindoodle" character. It takes Teddy and Gilbert to help Rexy realize the "Spookindoodle" only exists in his mind. And, finally, when Caillou sleeps over at Leo's house for the first time, he has fun till it's time to go to sleep. A phone call to Mommy reminds Caillou that Teddy was looking forward to spending the night. Together they rest easily.

11:00 AM **BERENSTAIN BEARS** (110) ***TRICK OR TREAT/LEND A HELPING HAND***

TRICK OR TREAT: Brother and Sister plan to avoid Widder Jones' house when they go trick or treating because neighbourhood lore has it that she's a witch. Mama knows Widder Jones personally and tells the cubs what a sweet person she is. When the evening is over the cubs agree with Mama. They enjoyed visiting Widder Jones more than anyone else that Halloween. LEND A HELPING HAND: En route to their friend's house, Brother and Sister stop to help the frail and elderly Widder Jones dispose of a fallen tree limb. The cubs soon wish they weren't so generous with their time when Mrs. Jones recruits them for other chores. While spending a Saturday cleaning out her attic, Brother and Sister come to enjoy the company of Widder Jones and find that lending a helping hand is a very rewarding experience.

11:30 AM **MISTER ROGERS' NEIGHBORHOOD** (1691) ***MISTER ROGERS TALKS ABOUT MAD FEELI***

Artist Red Grooms gives Mister Rogers a tour of his new life size bus "sculpture." In the Neighborhood of Make Believe, Lady Elaine is angry that her Eiffel Tower drawing isn't turning out well and upsets everyone with the way she handles her mad feelings.

2:30 PM **READING RAINBOW** (104) ***BRINGING THE RAIN TO KAPITI PLAIN***

3:00 PM **BETWEEN THE LIONS** (214) ***BUG BEARD***

A woodcutter and his wife, played by Ossie Davis and Ruby Dee, need the lions' help with a man who has bugs, bugs, bugs in his beard. Featured text: folktale. Key word: bug. Target vowel: short u.

3:30 PM **POSTCARDS FROM BUSTER** (104) ***THE GIANT PUMPKINS (MT. HOOD AND CA***

Near Mt. Hood, Buster meets some regular-sized kids who grow giant pumpkins for competition. He also goes mountain biking, extreme, Oregon-style with siblings Jordan and Ashley.

4:00 PM **ARTHUR** (403) ***BUSTER'S BREATHLESS/THE FRIGHT STUF***

Will Buster's friends treat him the same after they learn he has asthma? Maybe the answer will be found on a guided tour through... Buster's lungs! In the second story, prankster poltergeists have arrived in Elwood City--and just in time for the "Scare Your Pants Off" costume party! It's boys versus girls in what becomes a great big battle of the pranks, until the kids learn a lesson about practical jokes...from a spooky source.

4:30 PM **MAYA & MIGUEL** (127) ***TEAM SANTOS***

Maya accidentally sets off an air horn during an important soccer play, ruining Miguel's kick and losing the game for him. Feeling terrible, she embarks upon a plan to cheer him up. If he could only win the big carnival competition, he'd feel a lot better... and also perhaps forgive Maya. Unfortunately, the carnival competition pits Miguel against the soccer player who beat him in the previous game... and all his athletic brothers! Maya and Miguel must compete against them with the only family members at their disposal: Abuela Elena, Tito, and Paco. Maya's plan is unraveling; there's no way they can win against the other team. But Abuela Elena points out that there's more to competing than just winning. It's also important to have fun! It turns out that Abuela was a ringer all along, and with her help, they win the carnival competition. But, more importantly, they also have a great time!

5:00 PM **CYBERCHASE** (214) ***TRICK OR TREAT***

Hacker shows up at Motherboard Control Central. He pleads guilty to being the King of Chaos, but says he's sorry. He doesn't want to be a bad guy anymore. But when nobody's looking, he slips a strange frog into the air duct. What happens when this frog grows into a grotesque, alien creature that threatens to destroy Motherboard? And what will happen to the kids when they go inside Motherboard to track it down?